

FREE INSIDE! GIANT SONIC & TAILS POSTER



# Sonic

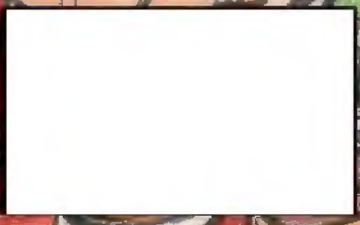
the comic

NEW  
SERIES

starring  
**SONIC**  
THE HEDGEHOG™

PIRATE  
STC  
IS IN CONTROL!

TAKE A  
PROW--  
TAILS  
IS  
BACK!





# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!  
A hume once told all the other humes they'd never had it so good under his leadership. Well, the same applies to all you Boomers out there! Yes, this issue means you've never had **STC** so good!

First on your menu screens is the thrilling climax to *Sonic Terminator*, then there's the explosive, penultimate episode of *Streets of Rage*, followed by the return of Tails in part one of *The Morbiden Hunt*. At last, lurking towards the back is the seriously weird *Pirate STC*. Warning: don't read it in front of your TV...

As ever there's the latest news, reviews and solutions for games on the Sega systems, together with your feedback in *Speedlines*. There's also a welcome return to the *Graphic Zone*, which features Mr. Blue Cool himself kitted and booted in time for this summer's 1994 World Cup. In addition to all of this, look out for the giant, free poster of your favourite **STC** stars Sonic & Tails in the centre-pages. Please, don't thank me!

Finally, make sure you're cashed up for the arrival on 18th June of the **STC Summer Special** featuring 88 pages of video-game action devoted solely to Sonic and his world, and give your wall a fright with *Sonic The Poster Mag No.5*, also on sale the same day!

All that's left now is to make **STC 29** even better! For starters, there's a chance to win one of three multi-megas courtesy of Kellogg's Frosties! See the inside back cover of this issue for more details. It's g-r-r-r-eat!

*Megadroid*

## Get On Board



Right on queue for Sega's computer roadshow.

Once again the two Sega Buses are set for their nationwide tour, offering Boomers the chance to try out the latest hardware and software. Each bus is a mobile computer games extravaganza and comes complete with the latest hi-tech equipment. It's advisable to check the following venues in advance in the event of last minute changes and check local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months. Of course if you do go along, don't forget to mention that **STC** sent you and watch out for further tour dates in forthcoming *Control Zones*.

### SEGA BUS TOUR DATES:

**18 & 19 June:**  
Biggin Hill International Air Fair.  
Royal Welsh Show.

**25 & 26 June:**  
The Wandsworth Show.  
Woodford Air Show/Manchester Youth Games.

## The Sega Charts

All the chart action for all the Sega systems  
- in every issue of **STC**.



### MEGA DRIVE

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — SONIC THE HEDGEHOG 3
- 3 — PGA EUROPEAN TOUR GOLF
- 4 — NBA JAM
- 5 — SENSIBLE SOCCER
- 6 — ALADDIN
- 7 — MICRO MACHINES
- 8 — ZOOL/JAMES BOND 3
- 9 **new** SUBTERRANIA
- 10 **re** HAUNTING

### MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — LETHAL ENFORCERS
- 3 — NIGHT TRAP
- 4 — MICROCOSM
- 5 **re** TIME GAL
- 6 **re** SONIC CD
- 7 — ECCO THE DOLPHIN
- 8 — WWF RAGE IN THE CAGE
- 9 **re** BLACK HOLE ASSAULT
- 10 — THUNDERHAWK

### MASTER SYSTEM

- 1 — SONIC CHAOS
- 2 — MICRO MACHINES
- 3 — JUNGLE BOOK
- 4 **new** BATMAN RETURNS
- 5 — MORTAL KOMBAT
- 6 — THE NINJA
- 7 — SHINOBI
- 8 **re** DESERT STRIKE
- 9 **re** NEW ZEALAND STORY
- 10 **re** MICKEY MOUSE

### GAME GEAR

- 1 — MICRO MACHINES
- 2 **re** PGA TOUR GOLF
- 3 **new** HOOK
- 4 — ALADDIN
- 5 — SENSIBLE SOCCER
- 6 — NBA JAM
- 7 — SONIC CHAOS
- 8 **re** WINTER OLYMPICS
- 9 — SONIC THE HEDGEHOG 2
- 10 — DESERT STRIKE

● **Editor:** Richard Burton  
● **Asst. Editors:** Deborah Tate  
● **Designers:** Gary Knight/  
Timothy Read

● **Covers:** Stephen Moss ● **Feature:** Carl Platt  
● **Illustrations:** Gary Platt  
● **Managing Editor:** Steve MacBain  
● **Special Thanks To:** Audrey Wang  
● **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd., 25/31 Torrington Road, London N16 7PS. Tel: 071 314-5000. *Sonic The Comic* must not be sold for more than the selling price shown on the cover. Printed in Britain by Willsons (Publishers) Ltd., Willersley, West Midlands. Games played by Sportsweek Challenge Players Ltd., Lichfield. Originated by David Byrne Graphics Ltd., London. Copyright © Fleetway Editions Ltd., 1994. Copyright © Sega Enterprises Limited. Reprinted by Copyright Protection Limited. Reproduction without permission strictly prohibited. Circulation/Trade enquiries: Conquest Magazine Marketing, Torquay Road, West Devon, Devon, PL27 2DE. Tel: 0895-441033. Production: Janice Magnusson. Advertising: Tina Glesener. Tel: 071 344-6410. ISSN 0947-3841.



# SONIC

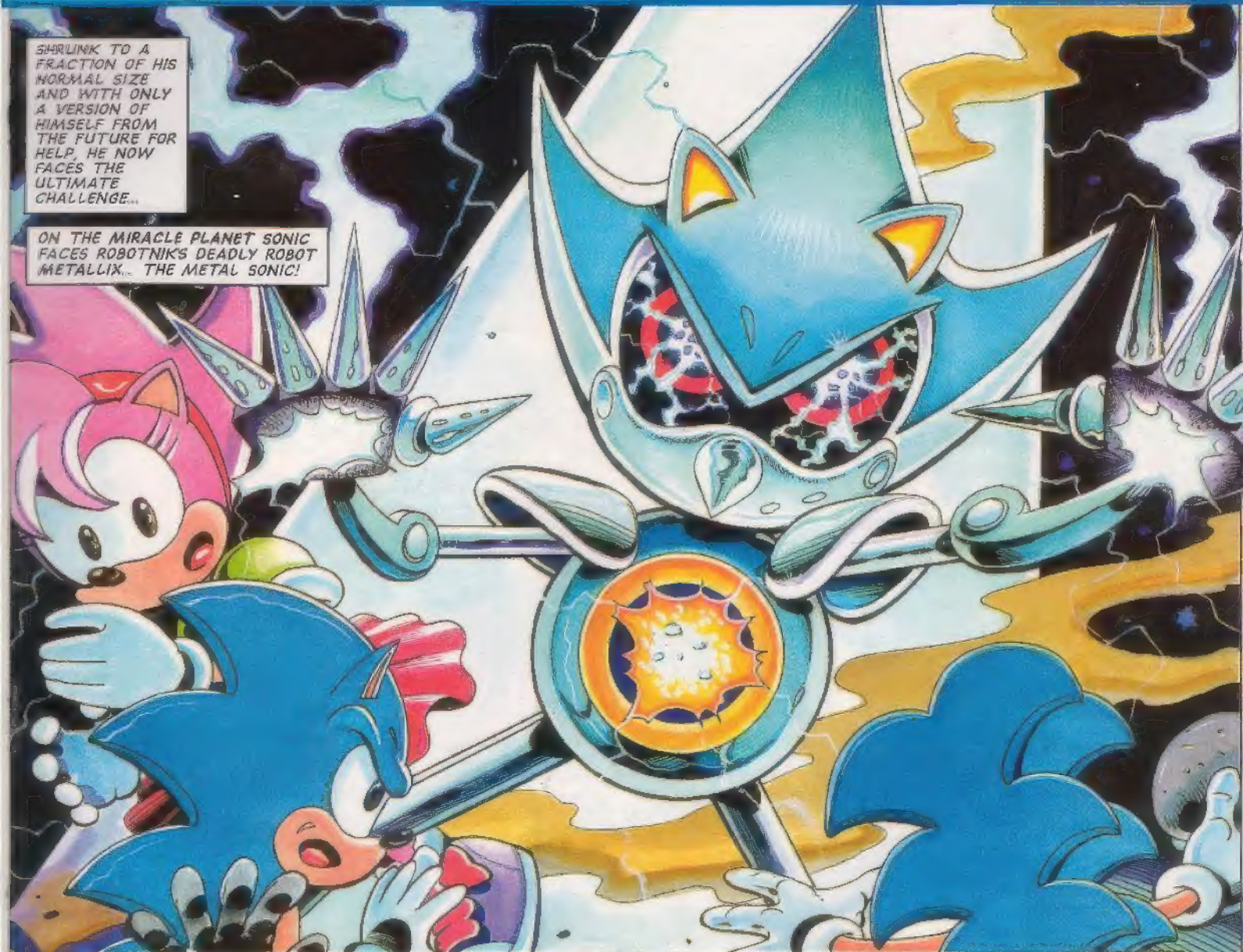
THE HEDGEHOG

## The Sonic Terminator Part 5

Script:  
Nigel Kirching  
Art:  
Richard Elson  
Lettering:  
Steve Potter

SHRINK TO A FRACTION OF HIS NORMAL SIZE AND WITH ONLY A VERSION OF HIMSELF FROM THE FUTURE FOR HELP, HE NOW FACES THE ULTIMATE CHALLENGE...

ON THE MIRACLE PLANET SONIC FACES ROBOTNIK'S DEADLY ROBOT METALLIX... THE METAL SONIC!



RUN, JUST RUN! THE TIME STONE WILL TAKE YOU INTO THE PAST!

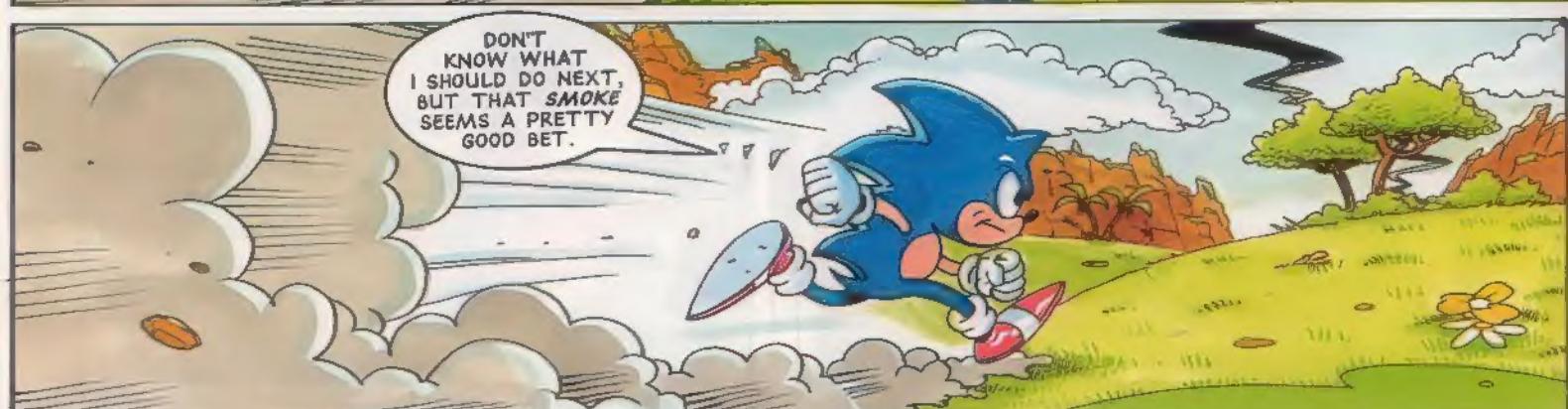
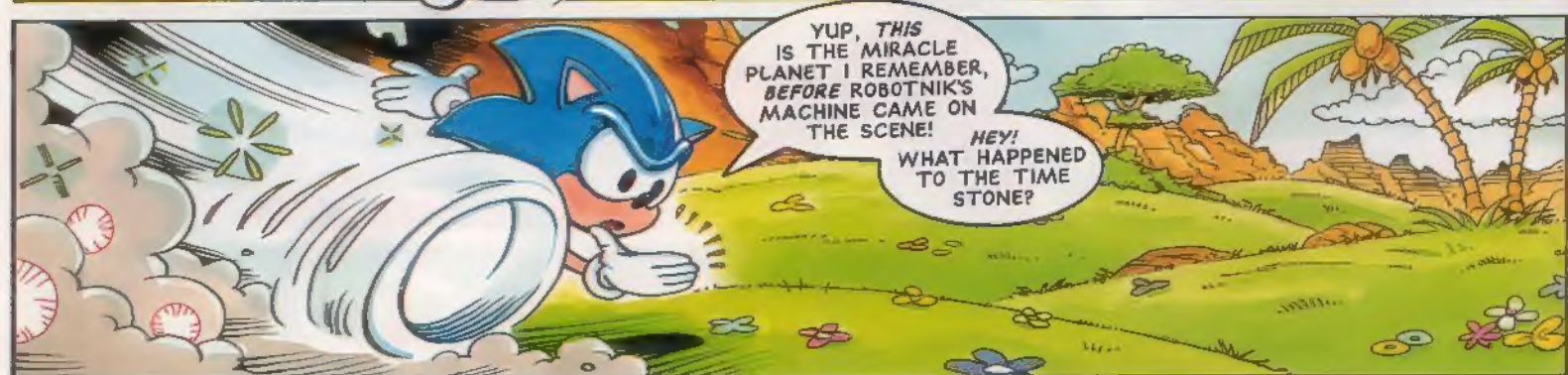
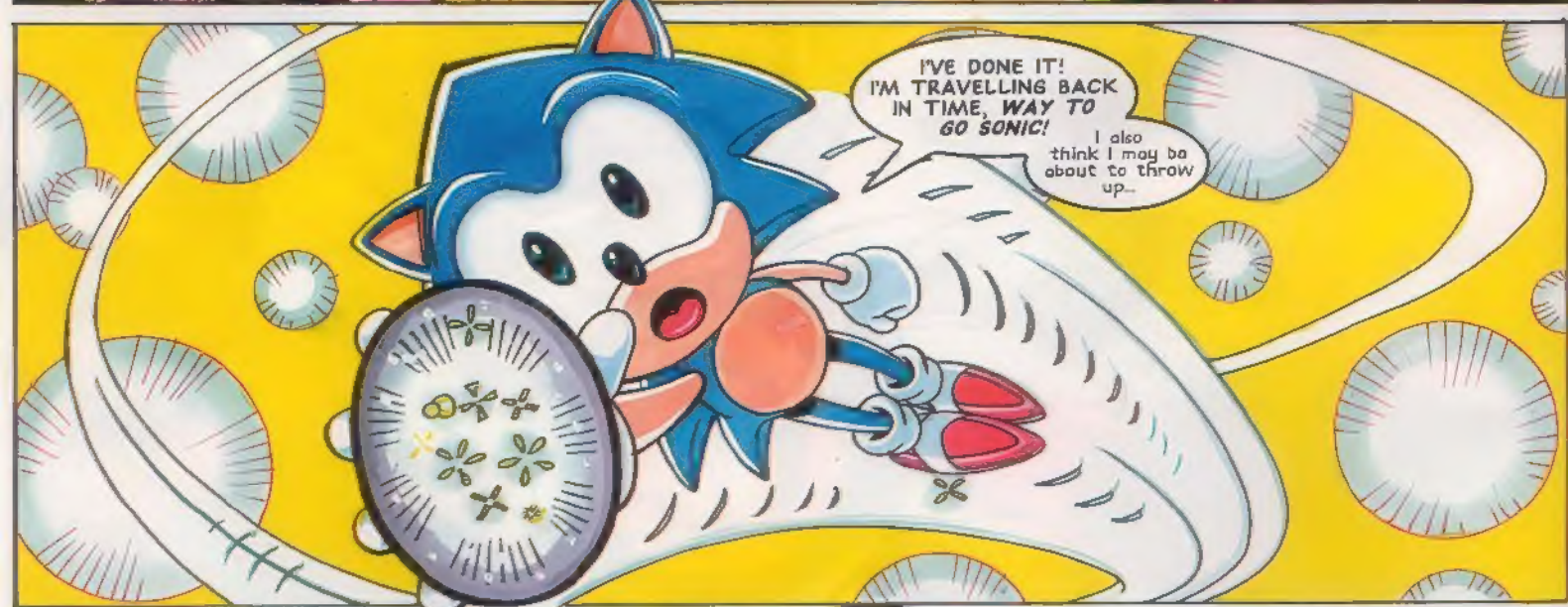
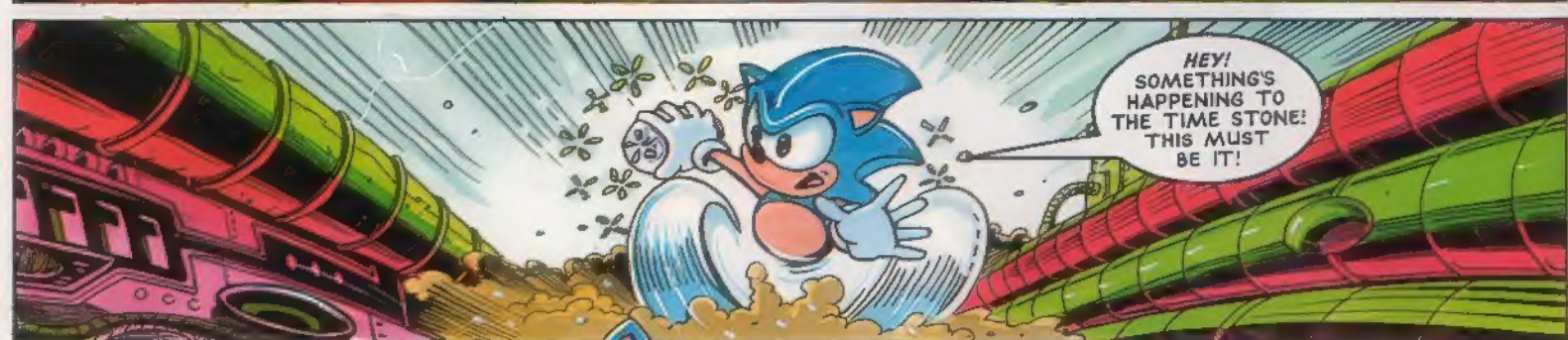
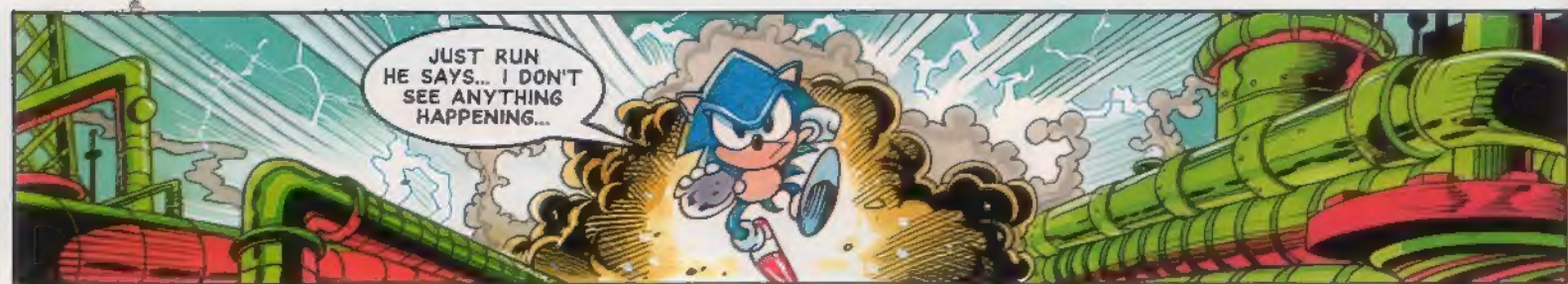


BUT WHAT AM I SUPPOSED TO DO?!

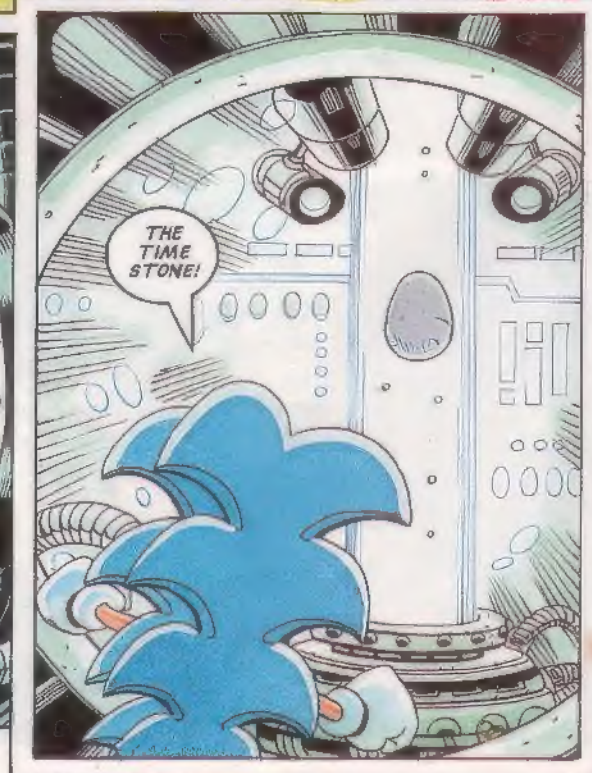
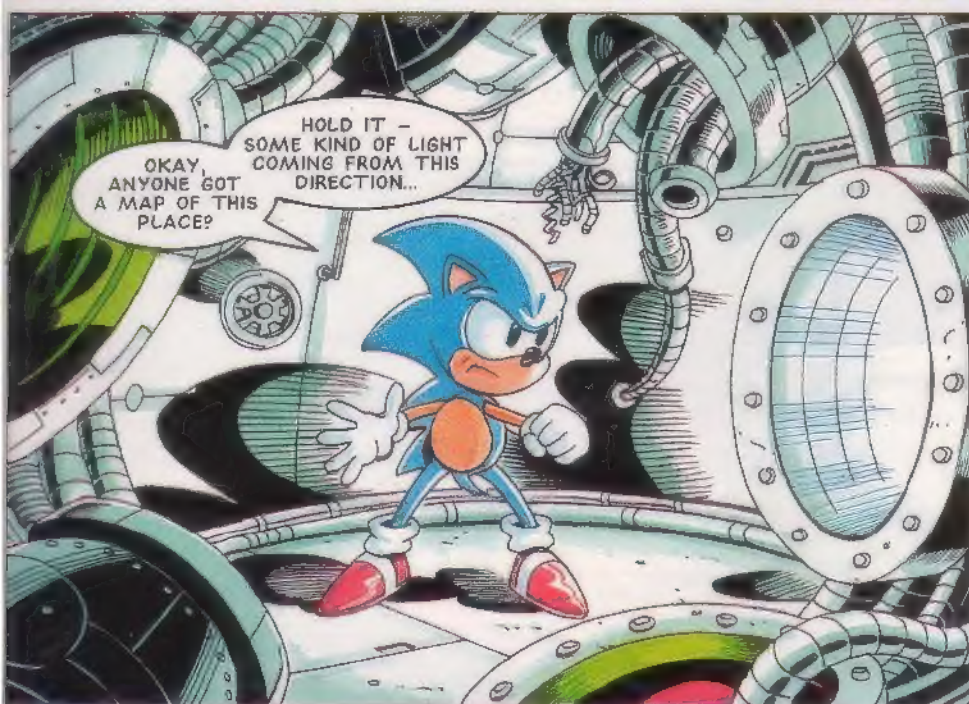
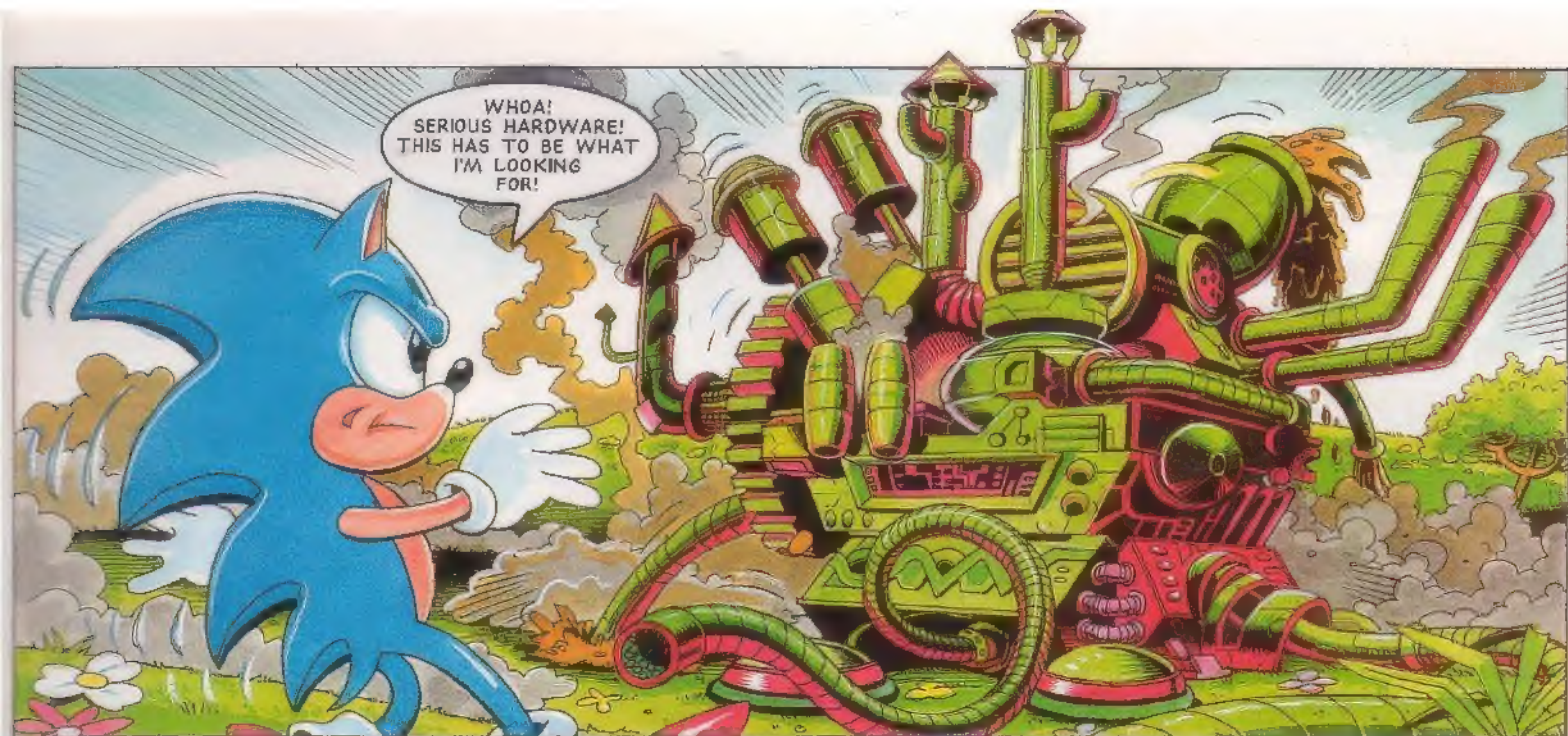
YOU'LL FIGURE IT OUT! I DID!



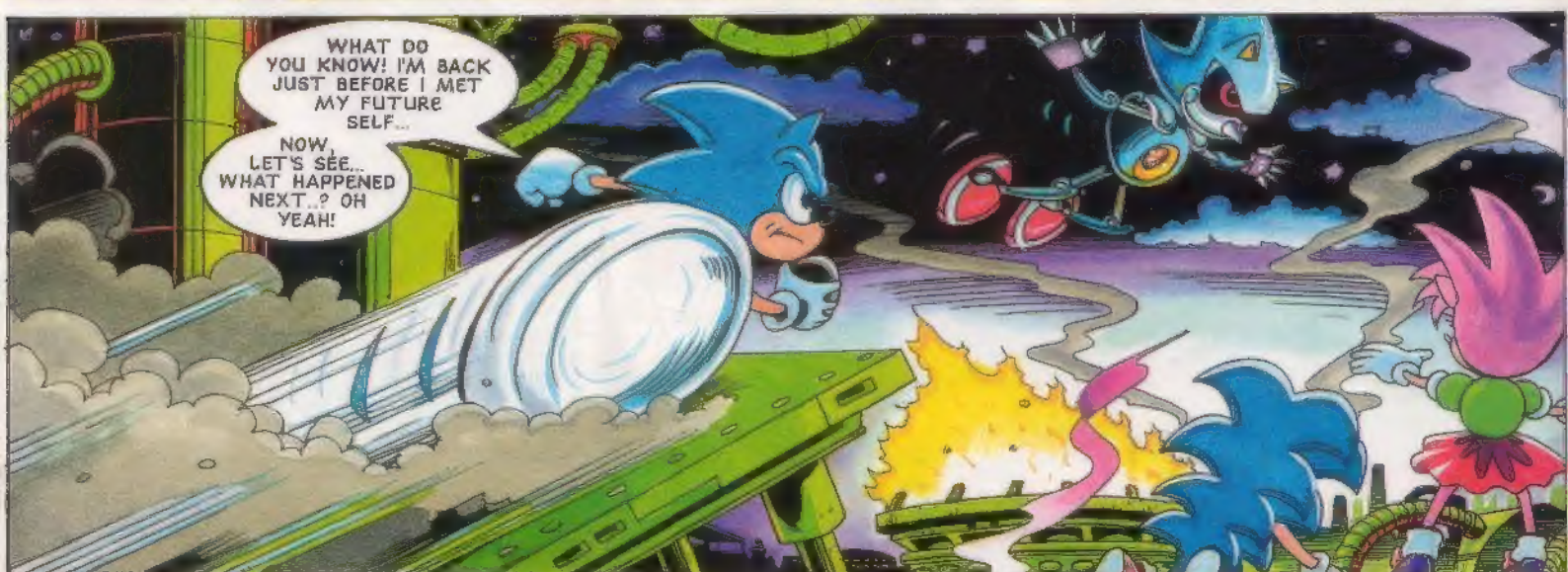
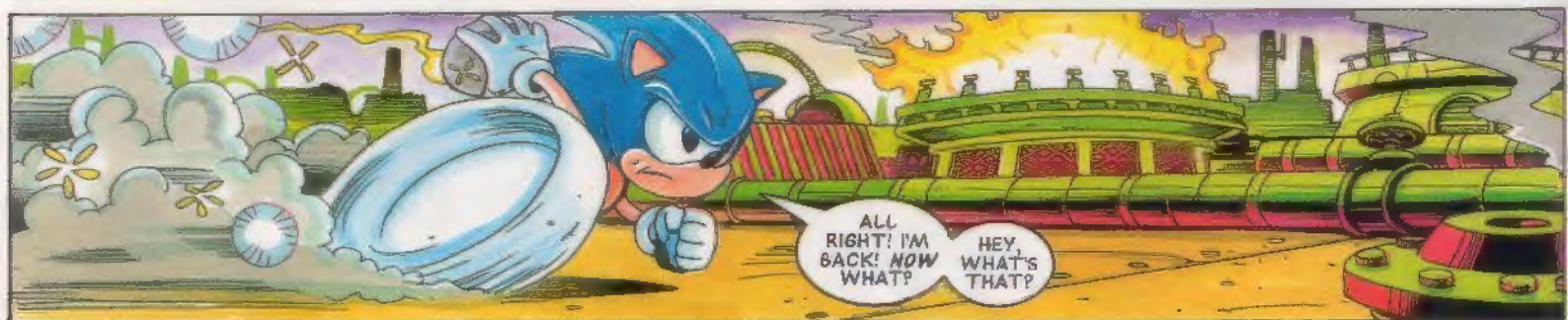
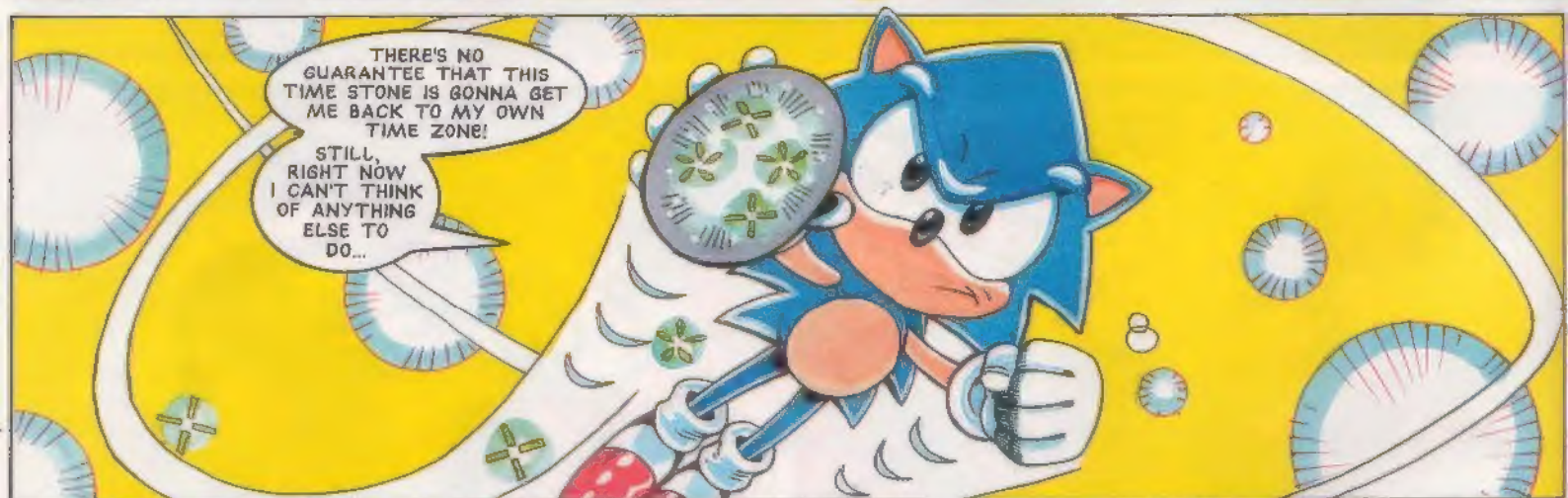
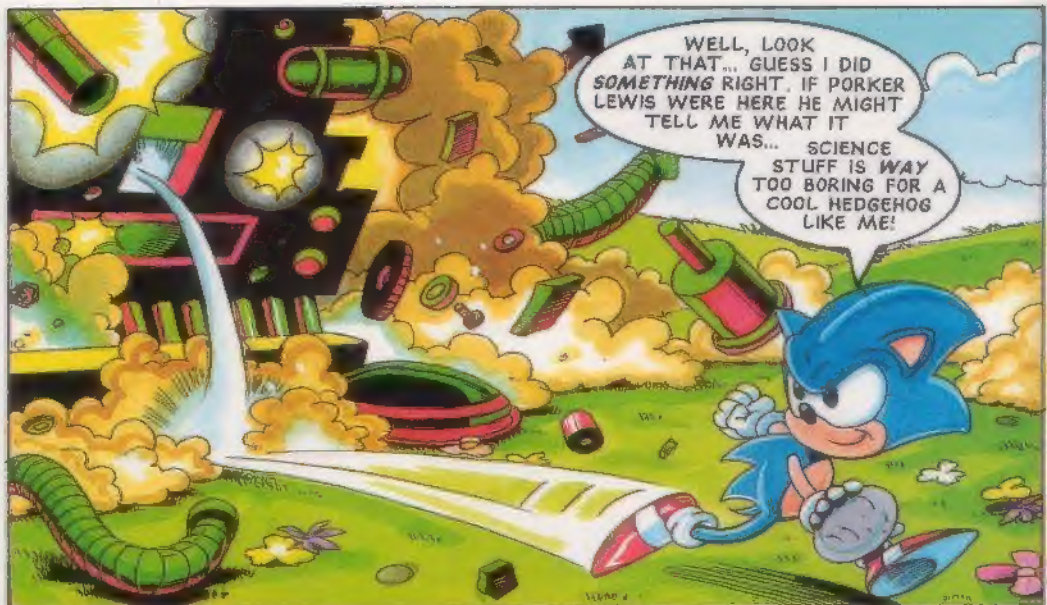




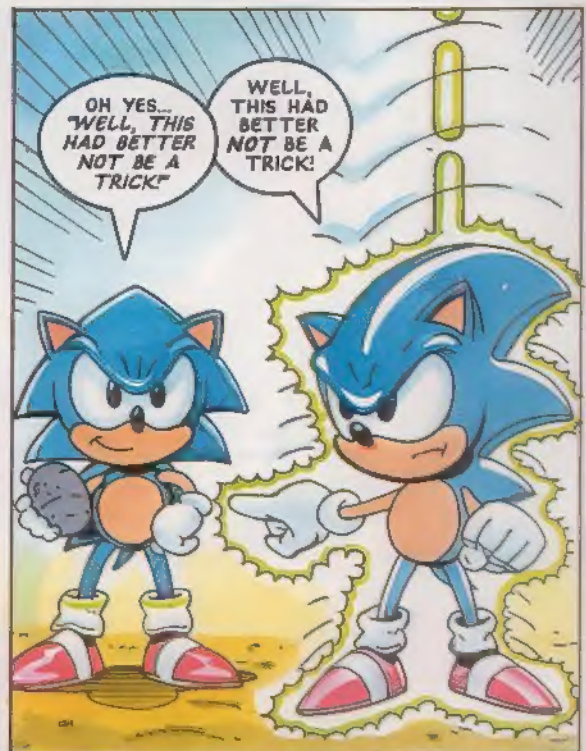
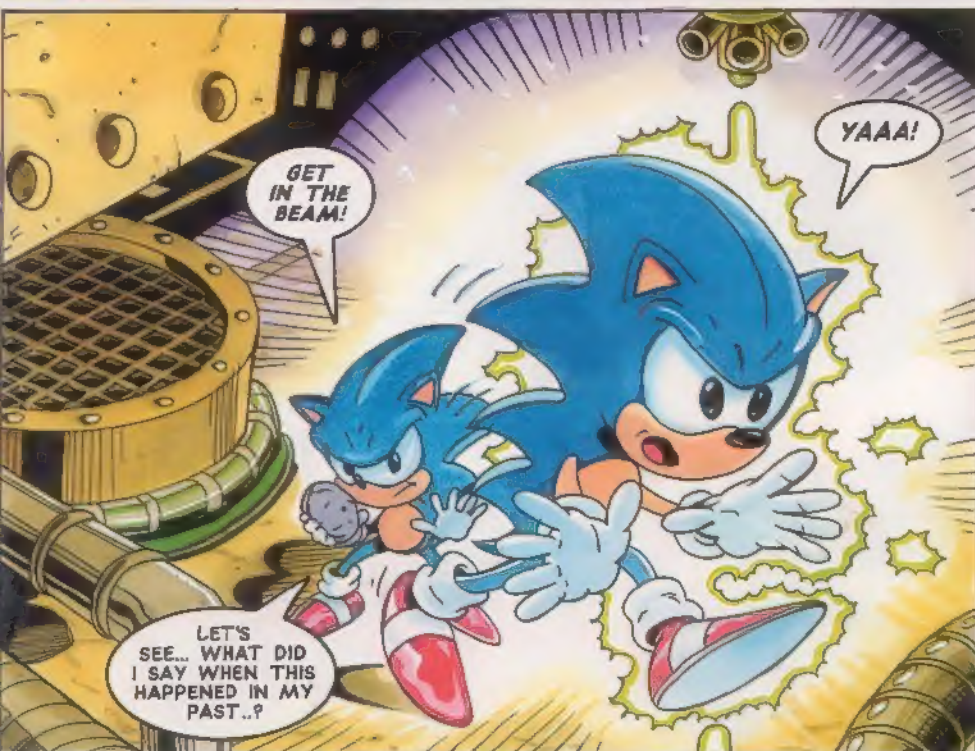
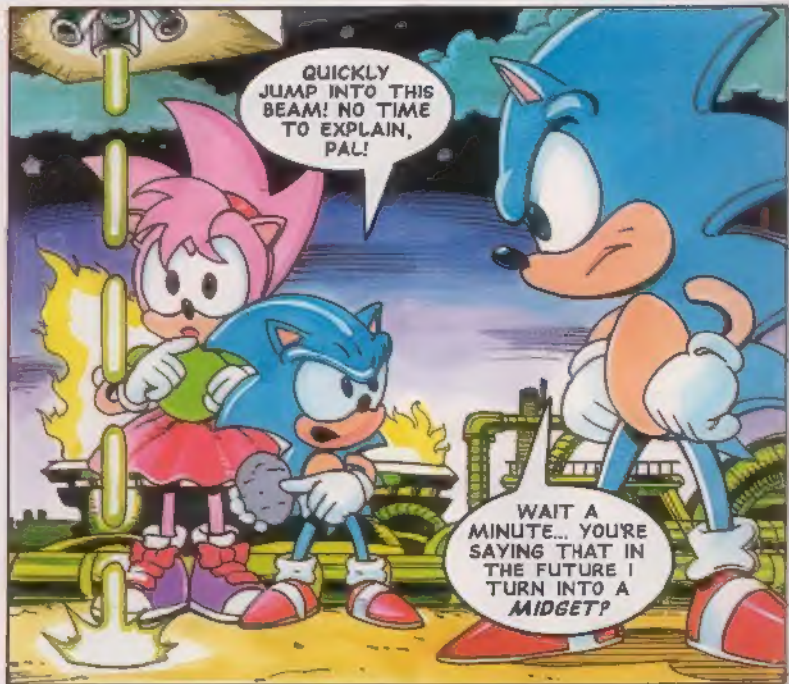
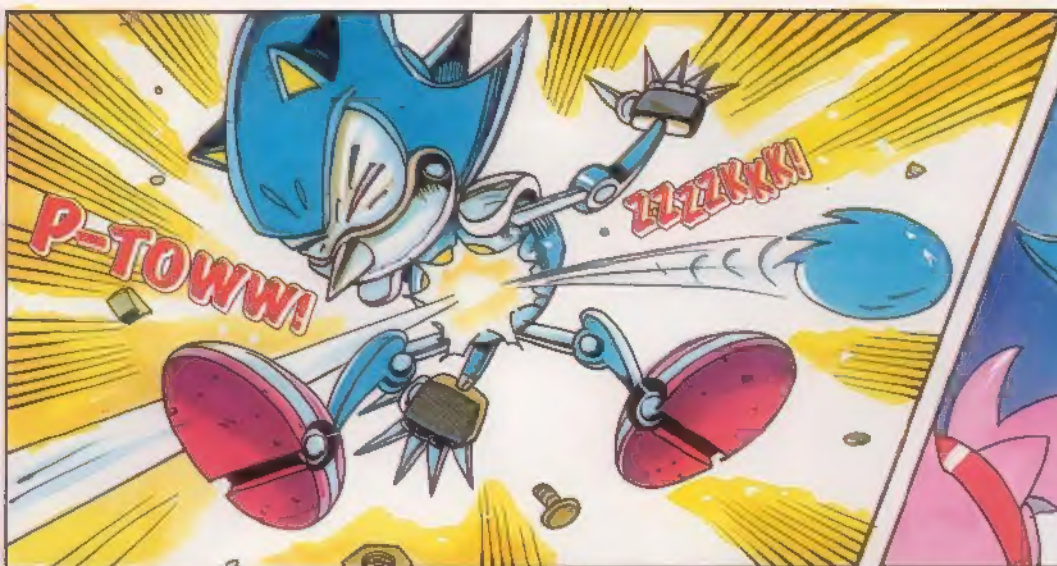










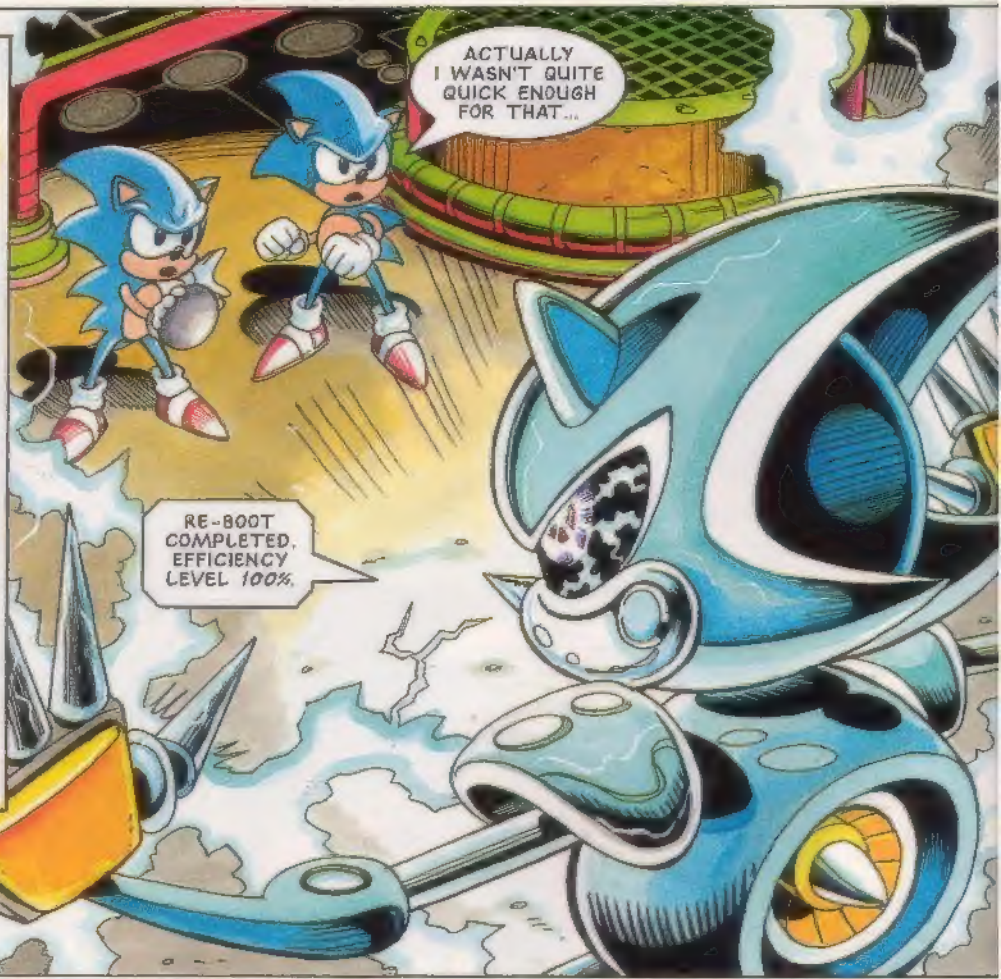






THIS IS A TIME STONE! TAKE IT, YOU'VE GOT TO TRAVEL INTO THE PAST AND STOP ALL THIS EVER HAPPENING!

BEFORE METALLIX RECOVERS, RIGHT?



ACTUALLY I WASN'T QUITE QUICK ENOUGH FOR THAT...

RE-BOOT COMPLETED. EFFICIENCY LEVEL 100%.



RUN, JUST RUN! THE TIME STONE WILL TAKE YOU INTO THE PAST!

BUT WHAT AM I SUPPOSED TO DO?!

YOU'LL FIGURE IT OUT! I DID!

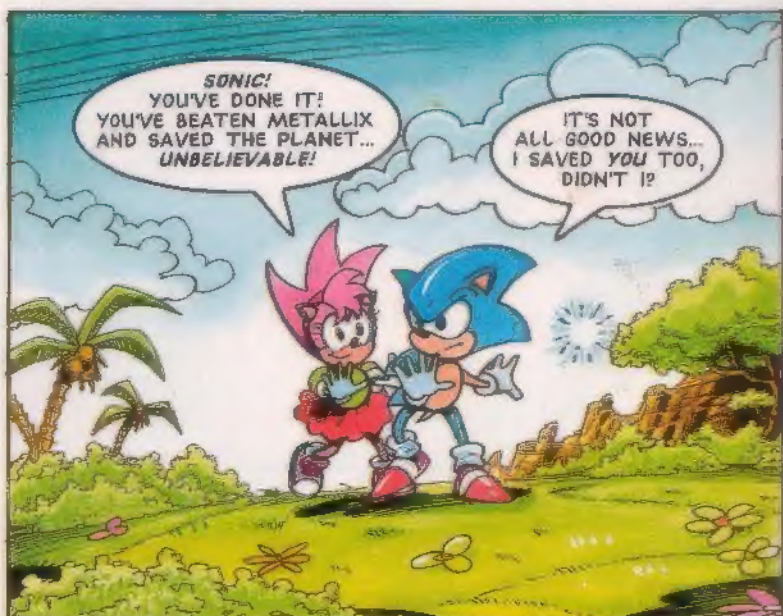
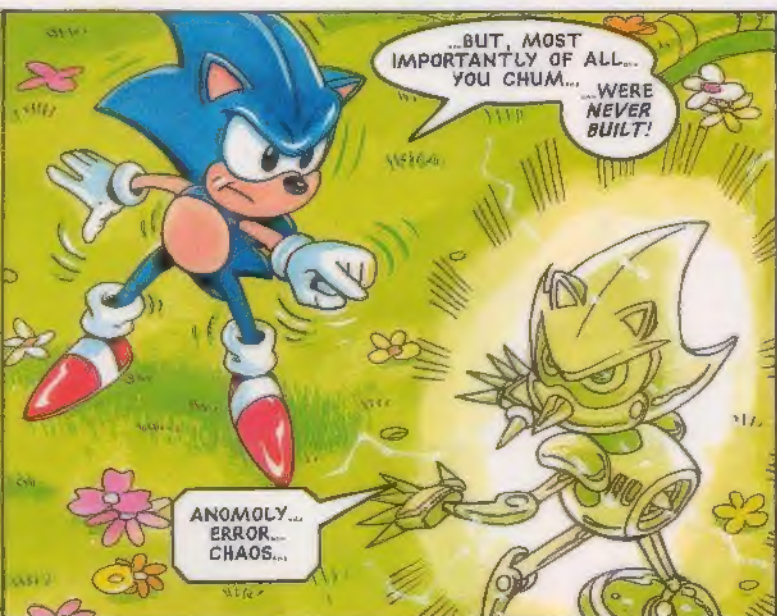


I DON'T GET IT. I DID EVERYTHING RIGHT BUT NOTHING'S CHANGED!

HANG ON A MO...

FRZZZAACKKK!





THE END OF 'THE SONIC TERMINATOR'.  
NEXT ISSUE: THE SENTINEL!



# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer this issue:

David Gibbon

## DUNE 2 - THE BATTLE FOR ARRAKIS

game type: ACTION/STRATEGY  
1 PLAYER



Mega Drive



Mega CD



Master System



Game Gear

## STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

One look at the screenshots for *Dune 2 - The Battle for Arrakis* and you'd be forgiven for thinking that this game looks certain to be a bore. However, graphics don't always make a good game, whereas gameplay does, and this is where *Dune 2* scores very highly. The game is basically a 'building and defending an empire

simulation' and plays in a similar way to the massive-selling *Sim City* which appeared on every format except the Mega Drive. Based on a series of sci-fi novels by Frank Herbert, *Dune 2* is set to impress gamers everywhere, and, having already received critical acclaim on the Amiga and PC, is bound to be a big hit.



The Emperor of Arrakis has laid down a challenge for the galaxy's three ruling Houses: the Harkonnens, the Atreides and the Ordos - to see which one is capable of dominating the planet. Playing the role of a general you work for one of these houses and, whichever one you choose to serve, the goal is to take control of Arrakis and it's Spice by wiping out the other two

opponents or houses as they're known. Whoever gains control of the production of Spice (the most valuable substance in this universe) will rule Arrakis. Spice is basically a drug and producing it will bring in money to help you build up your empire. The core of *Dune 2*'s strategy element concerns the manufacture and management of such functional buildings as Spice refinement plants, factories (to create military fliers, tanks and nerve gas launchers), barracks (to train armies) and rocket turrets.

Fighting the opposition takes place in real-time and, unlike most wargames, all you do is point and click to launch an all-out assault. Throughout the game some superbly sampled speech tells you of enemy attack, completed construction and so on. *Dune 2* is incredibly addictive, with excellently designed gameplay and no unnecessary complicated controls. Most games like this take hours to understand, but *Dune 2* is immediately playable. - DG.



## THE LOST VIKINGS

game type: PLATFORM  
STRATEGY  
1-2 PLAYERS



Imagine you're one of three vikings, casually walking around, minding your own business when suddenly you're captured by an alien space ship. Well, that's exactly what happens in *The Lost Vikings* where we meet Erik the Swift, Balg the Fierce and Olaf the Stout. Each one of these vikings possess individual strengths and skills (Erik has super speed, Balg is a fearsome killer, Olaf (the slowest of the three) is a mean man with a shield. These skills serve as protection from enemies and even come in handy for para-gliding! Using these various skills you must make a team effort to rescue the lost vikings from the aliens and imminent doom.



## FAST FAX

PUBLISHER PRICE  
VIRGIN £44.99

### GRAPHICS

78

### SOUND

87

### PLAYABILITY

92

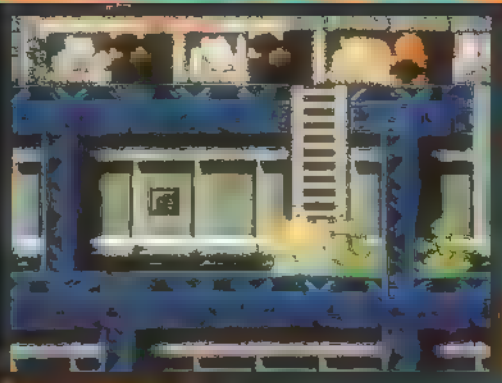
### RAVES: GRAVES

The best strategy game available. Very basic graphics.

OVERALL

91%





The game uses a unique blend of witty dialogue, humorous sound effects, and detailed graphics to build up the characters' distinct personalities. Players advance to the next level, of which there are 37, by learning to get the trio working together.

Unlike most platform games, you won't get anywhere unless you sit back, think about the problem you're currently facing, and then come up with a strategy. Nasties are lurking throughout the game, and as each viking can only take three hits before being killed, the best technique is to hide behind Olaf's shield whilst killing the baddie with your sword. Prompt boxes are scattered around each level - these give you instructions as to which buttons perform which actions and, more importantly, when you should use them. This is a really neat idea by Virgin as it saves looking through pages of instructions each time you're stuck.

The graphics in *The Lost Vikings* are excellent, with some very nice touches of humor (i.e., leave Olaf standing and he'll start to pick his nose). A very nice game then, with a perfect blend of platform and strategy to keep you addicted until its completion. - DG.

# FAST FAN

**PUBLISHER** VIRGIN **PRICE** £44.99

**GRAPHICS** ★★★★★

**SOUND** ★★★★★

**PLAYABILITY** ★★★★★

**RAVES: GRAVES**  
A great blend of platform & strategy

**OVERALL** 86%

# PGA EUROPEAN TOUR GOLF

game type: GOLF SIMULATION  
1-4 PLAYERS

# FAST FAN

**PUBLISHER** ELECTRONIC ARTS **PRICE** £44.99

**GRAPHICS** ★★★★★

**SOUND** ★★★★★

**PLAYABILITY** ★★★★★

**RAVES: GRAVES**  
A great blend of platform & strategy

**OVERALL** 81%

Golf is one of those games that looks very simple to the novice, but when you hear players talking of 'Eagles' and 'Birdies', you start to wonder if you need a degree in ornithology to play it properly. One thing is for sure though: after playing *PGA European Tour*, you'll get to know golf inside out. The publishers, Electronic Arts, have achieved great success with their previous PGA golf simulations, in particular *PGA Tour Golf 2*, which has won countless awards for being the most realistic golf game around.

*PGA European Tour Golf* is actually *PGA Tour 2* but with a few enhancements. The old game included a host of American courses with lots of greedy bunkers. This, however, features live all-new European courses which have supposedly less hazards for the golfer. Ten European players are now included, all of whom are better known to us than the American green-stalkers who populate *PGA Tour 2*.

*PGA European Tour Golf* allows you to play, amongst others, Nick Faldo and Severiano Ballesteros. You also get to enter five European tournaments. The game features crisp graphics and sound effects, various matchplay options and weather conditions. The weather controls are a nice additional feature as the flight and roll of the ball is affected as it would be in real life.

Without a doubt, this is the best golf game available on the Mega Drive, although one little niggie concerns how slow the game is when re-drawing the courses. The original game is now over two years old and this contains the same graphics engine!

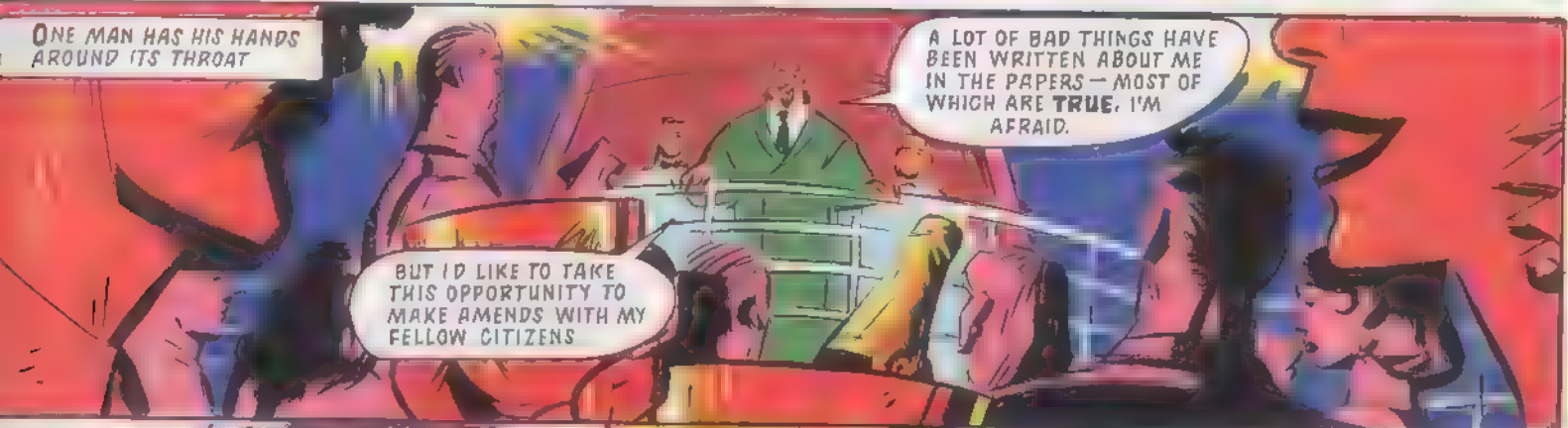


In summary, the addition of a few tournaments and ten European players doesn't make *PGA European Tour Golf* a worthwhile investment if you already own a *PGA 2*. However, if you don't own a PGA golf game and you want to go clubbing, then this is an essential purchase. - DG





THE CITY IS CHOKING ON A CRIME RATE  
ALMOST OUT OF CONTROL



ONE MAN HAS HIS HANDS  
AROUND ITS THROAT

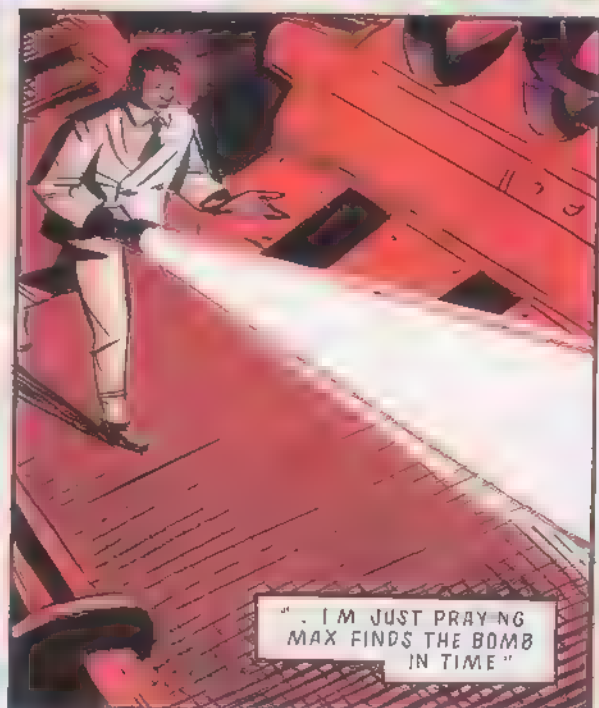
A LOT OF BAD THINGS HAVE  
BEEN WRITTEN ABOUT ME  
IN THE PAPERS — MOST OF  
WHICH ARE TRUE. I'M  
AFRAID.

BUT I'D LIKE TO TAKE  
THIS OPPORTUNITY TO  
MAKE AMENDS WITH MY  
FELLOW CITIZENS



WHAT DO YOU THINK OF THE  
CONCERNED CITIZEN  
SPEECH, BLAZE?

I'M NOT  
LISTENING,  
AXEL...



"... I'M JUST PRAYING  
MAX FINDS THE BOMB  
IN TIME"



YOU'RE LATE, EPOSITO!  
WE BEEN WAITIN'  
NEARLY AN HOUR.

SORRY, ROACH!  
TRAFFIC WAS  
A BITCH!

WE'VE GOT THE  
BODY IN THE  
TRUNK

WE WANT THE MONEY UP  
FRONT TH ST ME MAN!  
YOU TOOK WEEKS TO  
PAY US LAST TIME

TWO HUNDRED  
AND FIFTY, BOYS.  
CASH IN HAND!

JUST ICE THIS  
LITTLE PUNK  
GOOD STYLE!

AA MAN

HA! WHAT'S THE MATTER  
ROACH? CAN'T STAND THE  
SIGHT OF BLOOD?

NO WAY, MAN ..

I LOVE  
THE SIGHT OF  
BLOOD!





I JUST  
WANNA SEE SOME  
OF YOURS!

EPOSITO!



SHOT UP!

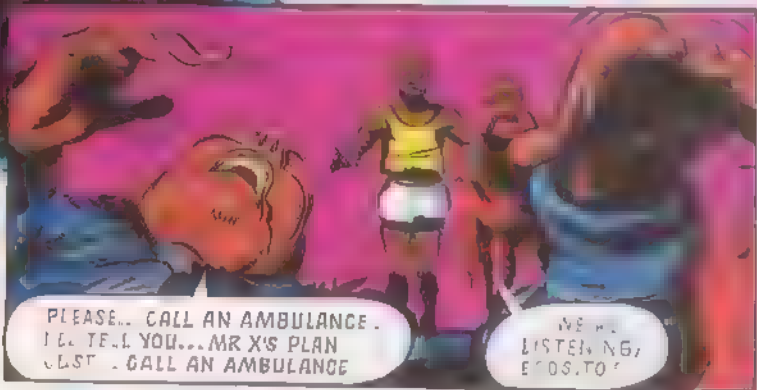
AAAAA!



YOU: EMPTY THEIR  
POCKETS!

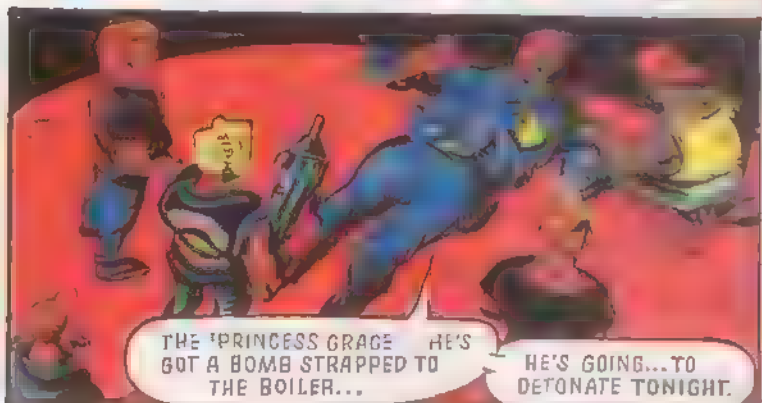
NO PROBLEM

CHEEZ...THANKS, ROACH!  
I THOUGHT I'D BOUGHT  
IT BACK THERE!



PLEASE... CALL AN AMBULANCE.  
I TELL YOU...MR X'S PLAN  
JUST...CALL AN AMBULANCE


WE'RE  
LISTENING,  
EPOSITO!



THE 'PRINCESS GRACE' HE'S  
GOT A BOMB STRAPPED TO  
THE BOILER...


HE'S GOING...TO  
DETONATE TONIGHT.






THERE'S HUNDREDS  
OF PEOPLE ON THE  
'PRINCESS GRACE'  
FERRY

C'MON! WE'VE  
GOTTA FIND  
THAT BOMB!




LISTEN TO YOURSELF  
SKATES! YOU SOUND LIKE  
A STINKIN' COP..

JUST LIKE  
YOUR OLD MAN.




MY OLD MAN'S  
DEAD, ROACH!  
SLIGHT  
DIFFERENCE!



NO LUCK, GUYS -  
I COULDN'T FIND  
A THING!

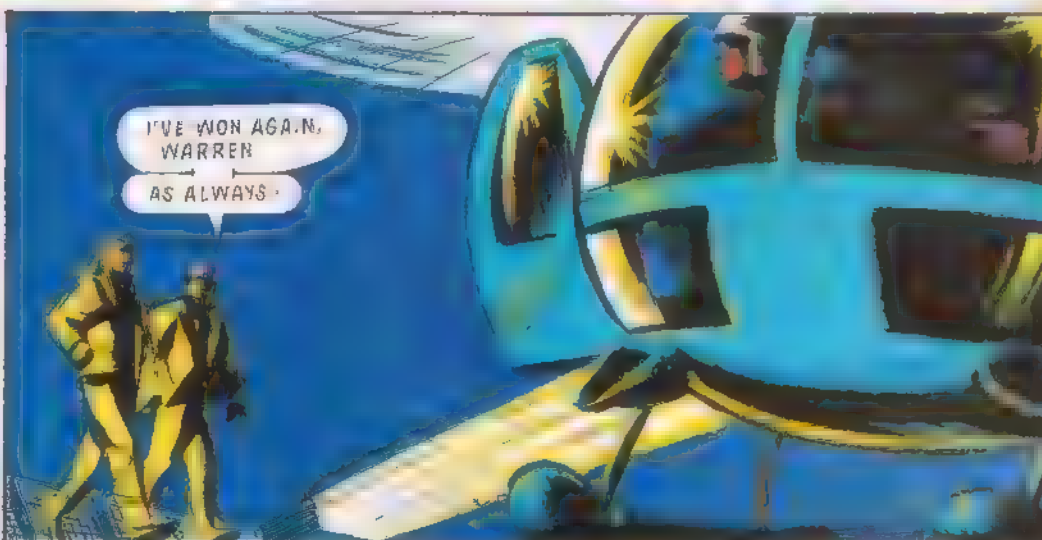
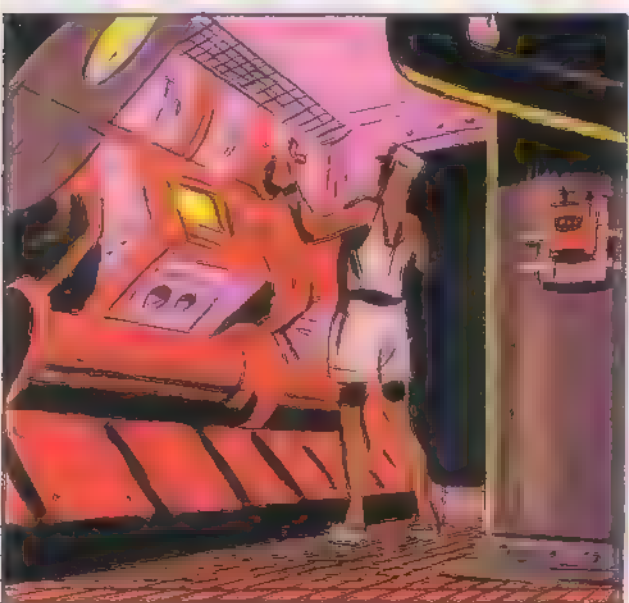
MAX! AXEL!  
MR X'S GONE!



SIX MINUTES  
TO DETONATION,  
WARREN.

I CAN'T WAIT  
TO HEAR THESE  
DEVILS SCREAM







# NEWS Zone

## TAKE OFF WITH BOMBERMAN

Classic explosive multi-player action comes to the Mega Drive

Now hear this ... Hudsonsoft will be converting its multiplayer hit *Dyna Blaster* (also known as *Bomberman*) to the Mega Drive. What do you mean you haven't seen it, let alone played it on the Amiga, SNES or PC Engine?

The idea is to run around a maze and drop bombs to blow up monsters and blocks, not forgetting to collect powerups so you can drop more bombs with bigger explosions (and more besides). Sounds simple? It is, and it's all good, clean, family fun to boot. The consequences of playing against one, two or even three pals are hilarious.

You will need a Multi-Tap if more than two people are to play, but *Bomberman* is one of the best excuses to invest in one, or even two! Sources suggest that, unique to the Mega Drive version, up to eight players will be able to participate at the same time!

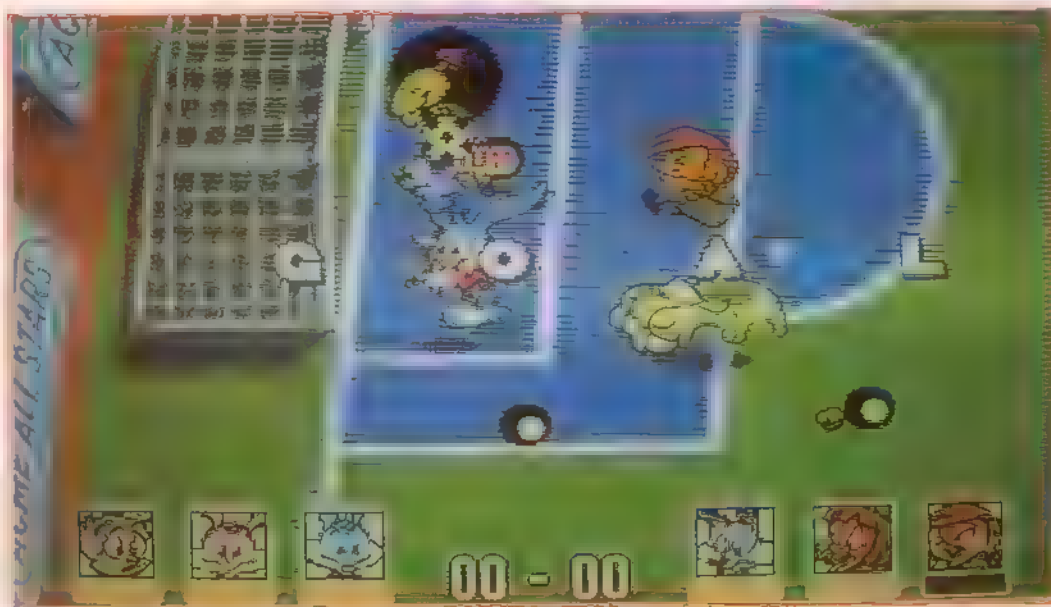
We reckon there's no reason why *Bomberman* won't be one of the most entertaining releases of this year. Find out for sure in November when it's released on the Mega Drive.



At last you (and your friends) will be able to play with *Bomberman* (and his friends) on the Mega Drive.

## TINY TOONS PLAY BALL

Cartoon cuties the Tiny Toons are shaping up to make a second visit to the Mega Drive—not in another run 'n' jump romp but in *Tiny Toons Sports* from Konami. The sports in question are four-a-side Soccer and three-a-side Basketball, both simulated in the zany style you'd expect from the Loony Tooners.



*Tiny Toons Sports*: small and cute but destined to deliver a big, erm, mean punch. Note that this picture was taken at an early stage in the game's development and some details are subject to change.

The sports can be played individually (with or without a friend) or in 'story' form, with a selection of loony tunes and bright backdrops (including the University Sports Complex and Elmiria's Back Yard) to help jolly along the proceedings.

There's a choice of 12 different Tiny Toons to control, and each character has his or her own abilities and, energy permitting 'Desperation Shots'. For example, in the basketball, not only can Buster Bunny perform dunk shots with his ears, but anyone standing between him and the basket will be knocked in with the ball! In the soccer, Buster

burrows underground to appear right in front of the goal; Elmiria grabs her opponents and hugs them a little too hard for comfort, and Montana Max calls upon his car which he drives around the pitch, knocking over the other characters.

Sounds like a welcome relief from the multitude of more traditional, serious sports simulations available. Roll on October then, when *Tiny Toons Sports* is released.





## THE ROCKET KNIGHT RETURNS



We have a rocket! Well, nearly. Rocket Knight adventure Sparkster returns in October. Note that this picture was taken at an early stage in Sparkster's development and some details are subject to change.

## Sparkster set to light up the MD

Sparkster, the high-flying star of Konami's *Rocket Knight Adventures*, returns to the Mega Drive in a new action-packed story simply called *Sparkster*.

Having defeated Pig Star at the end of his first adventure, Sparkster decided to take a well-earned (and peaceful) break. Five years on, the evil Pig Star's minions are feeling no less vengeful and have put a price on Sparkster's head. Now he has to take on a whole army of Nebulons - and to make matters worse, his girlfriend needs rescuing, too!

Fortunately, however, Sparkster has a few tricks up his sleeve; not only has he improved his control over his back-mounted rocket pack, he's also perfected his special Rocket Attack and a new, doubly powerful move called a Screw Rocket Attack.

Sparkster is nearing completion for release in October. Konami reckon they will be able to squeeze in 10 large platform-filled levels, plus a few hidden ones and bags of original ideas for good measure. Standby for blast off!

## MEGA CD GAMES EXPLOSION!

Full-motion videos & 3D game releases see Sega's hottest summer yet!

First up is *Yumemi Mystery Mansion* a superb 3D mystery game. You get to wander around a house trying to find your sister who has been transformed into a butterfly! The graphics are very atmospheric and there

are plenty of rooms and a creepy basement to explore. There are also secret passageways and plenty of items to collect, which keep your interest from waning.

*Double Switch* features ex-pop stars Debbie Harry and Corey Hains (ask your mum or dad!). You get to play with a similar Night Trap interface whilst protecting a building from some very weird inhabitants!

The most sizzling title is *Tomcat Alley* for the CD which has you flying a multi-million dollar jet taking out invading jets in different missions. This has to be the most impressive CD game to date with full screen video and amazing dogfight action.

*Jurassic Park* finally makes it to the Mega CD. This is more of a strategy simulation with you wandering around the park trying to stay alive! It includes some good FMV and puzzles to solve.

## News

### SHORT BURSTS

#### ECCO 2 4 U

One of the biggest hits of 1993 has been updated and revamped. Ecco 2 is making its way to your Mega Drive this September. This all new game features Ecco in a new set of challenges which feature incredible 3D sequences and even more amazing graphics and sound.

#### DYNAMITE AHEAD

*Dynamite Headdy* is set to be one of the most original games of 1994. Headdy literally loses his head every time he wants to take out an enemy. He can also throw his head around the screen and exchange it for heads with different powers. The bosses and backdrops are beautifully detailed and animated and Headdy has plenty of bonus rounds to get through. Look out for his release this Christmas!

#### IT'S A STEAL!

*Snatcher* is the name of a new Konami adventure for the Mega-CD. It's set in the future where the player is a cop who has to hunt down rogue robots and bring them to justice. A mixture of text, animated pictures and action sequences is used to portray the story, and owners of a Justifier (as in the plastic pistol provided with *Lethal Enforcers*) can put it to good use in some of the shooting sections. *Snatcher* is released at the end of this year.



# Tails

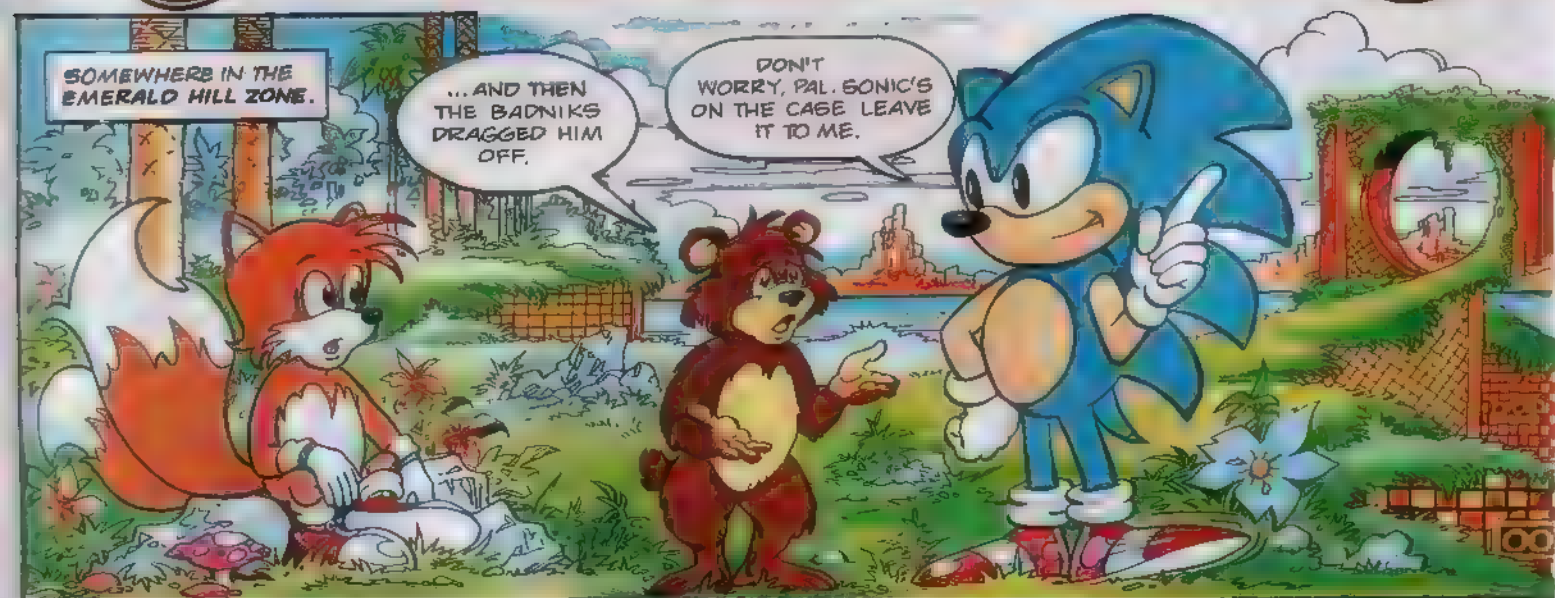
The  
Forbidden  
Hunt  
Part 1

Script: [unclear]  
Art: [unclear]  
Lettering: [unclear]

SOMEWHERE IN THE  
EMERALD HILL ZONE.

...AND THEN  
THE BADNIKS  
DRAGGED HIM  
OFF.

DON'T  
WORRY, PAL. SONIC'S  
ON THE CASE LEAVE  
IT TO ME.

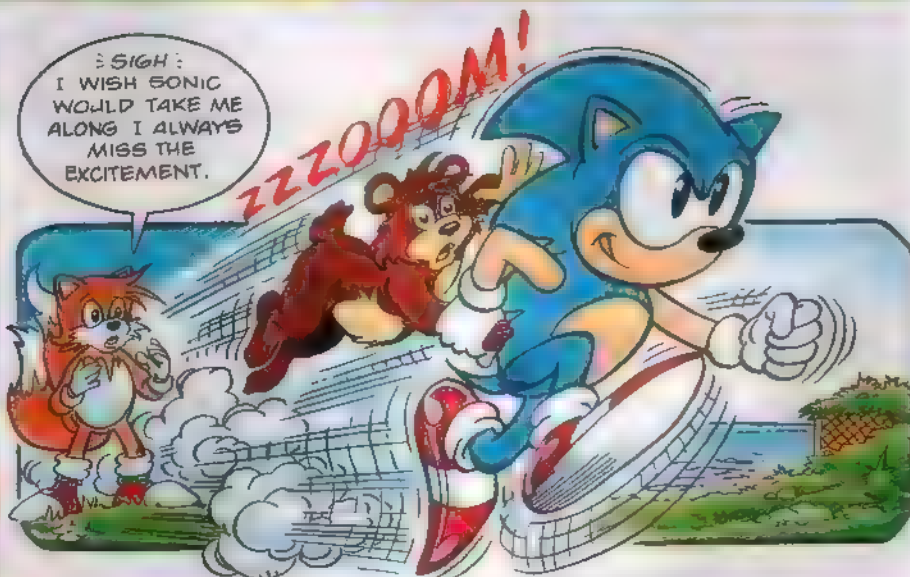


THIS WON'T  
TAKE LONG. WAIT  
HERE, TAILS -

...AND  
STAY OUT OF  
TROUBLE!

BUT  
SONIC...

SIGH:  
I WISH SONIC  
WOULD TAKE ME  
ALONG I ALWAYS  
MISS THE  
EXCITEMENT.



MILES  
PROWER, I  
HAVE COME  
FOR YOU.

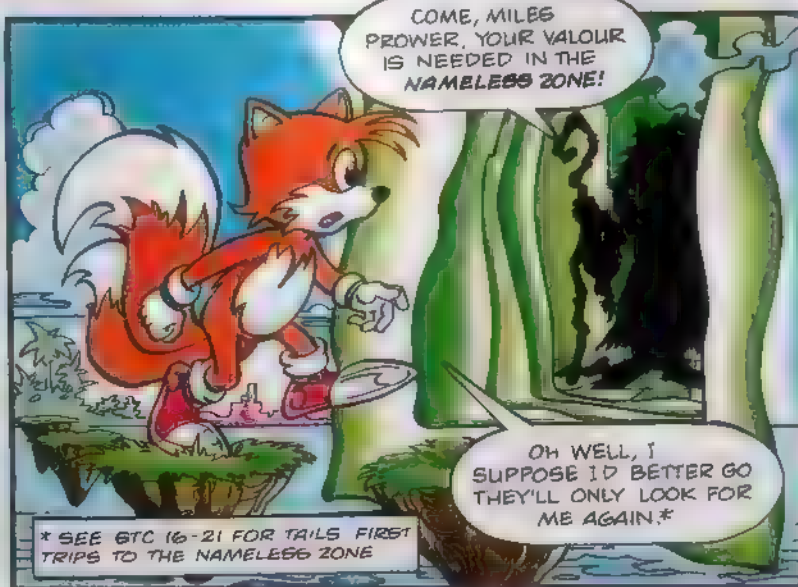
OH NO,  
NOT AGAIN! A  
PORTAL.



COME, MILES  
PROWER, YOUR VALOUR  
IS NEEDED IN THE  
NAMELESS ZONE!

OH WELL, I  
SUPPOSE I'D BETTER GO  
THEY'LL ONLY LOOK FOR  
ME AGAIN.\*

\* SEE BTC 16-21 FOR TAILS FIRST  
TRIPS TO THE NAMELESS ZONE



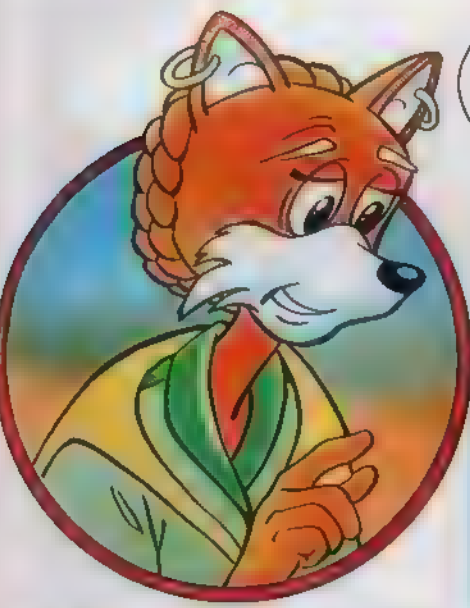




SHAMAN  
WARDPULL AND THE  
VILLAGE ELDERS.  
OH GOLLY! NOW  
I'M FOR IT.

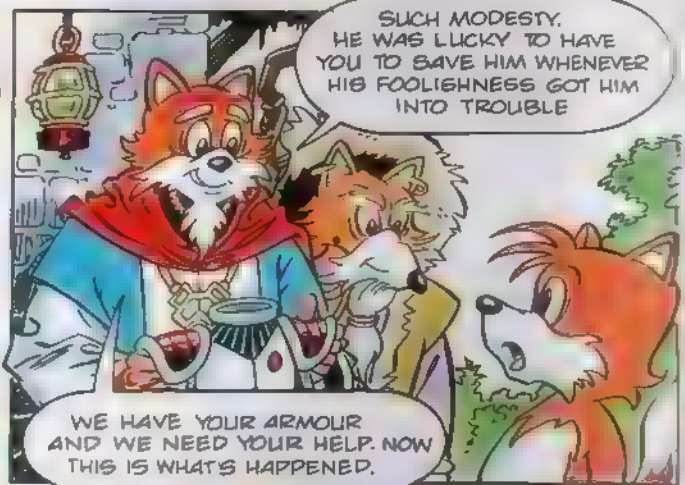
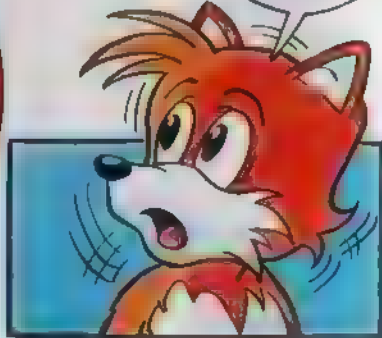
MILES PROWER,  
YOUR LETTERS HOME  
HAVE DESCRIBED YOUR  
BRAVE DEEDS AIDED BY  
YOUR ASSISTANT  
TONIC.

JUST  
CALL ME 'TAILS'  
AND IT'S SONIC  
HE'S THE...



NEVER MIND THIS  
CONIC! THE ENCHANTER  
KINGS TOLD SHAMAN  
WARDPULL  
HOW TO OPEN THE PORTAL TO  
MOBIUS SO THAT WE  
COULD SUMMON YOU.

SONIC-  
HE'S THE  
BRAVE  
ONE..



SUCH MODESTY.  
HE WAS LUCKY TO HAVE  
YOU TO SAVE HIM WHENEVER  
HIS FOOLISHNESS GOT HIM  
INTO TROUBLE

WE HAVE YOUR ARMOUR  
AND WE NEED YOUR HELP. NOW  
THIS IS WHAT'S HAPPENED.



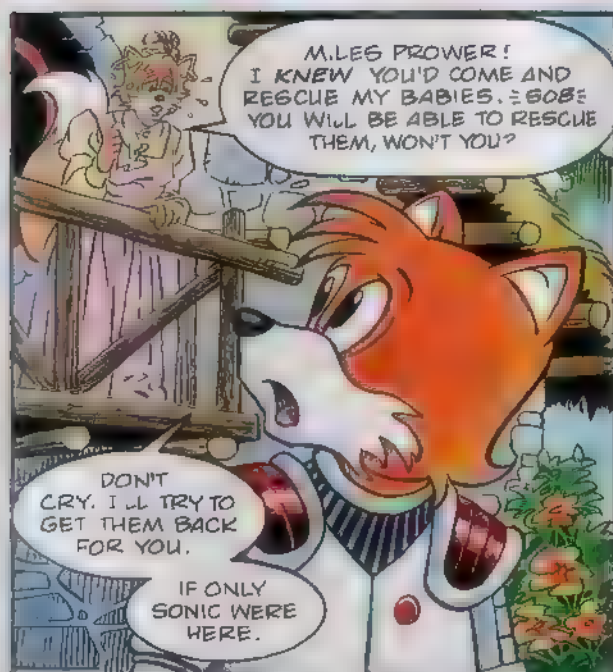
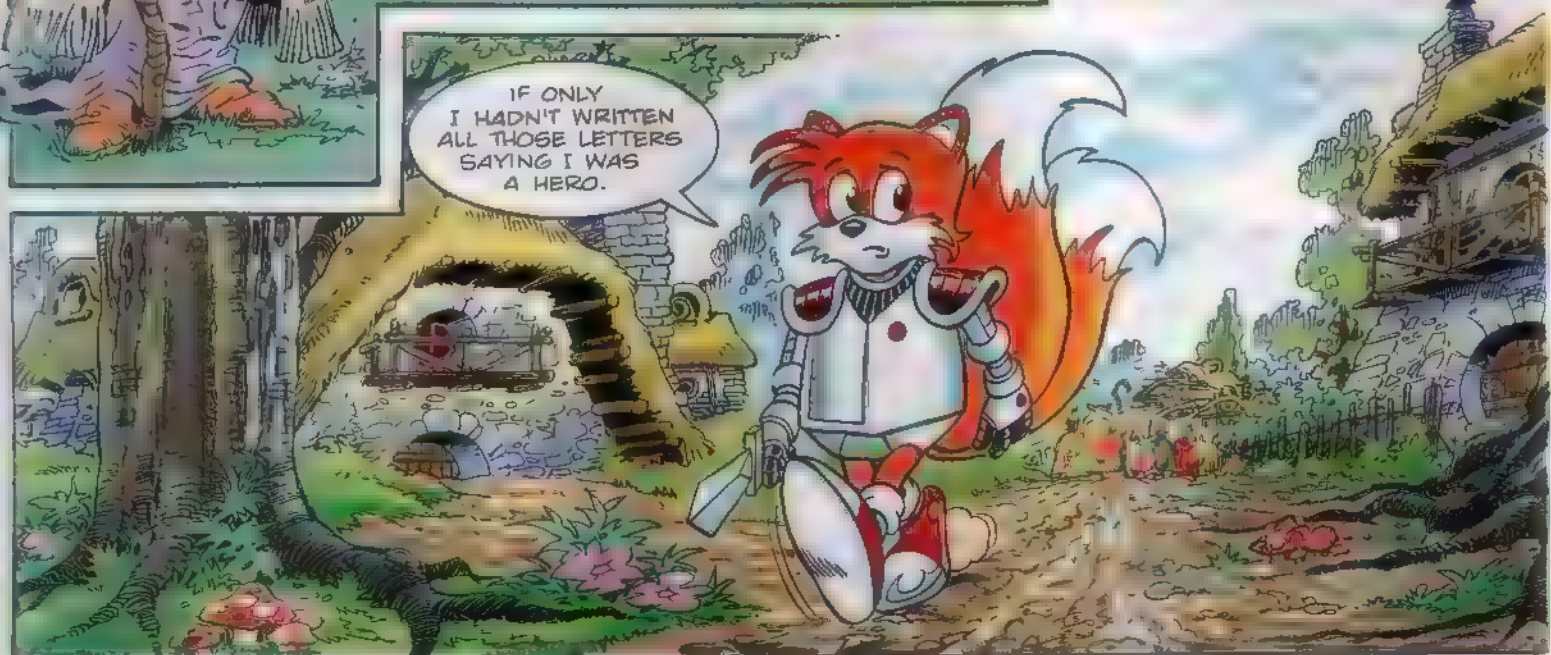
".. GOBLINS CAME IN THE NIGHT AND  
STOLE TWO CLUBS, JIMMY AND JILLY.



STOP!

"...THEY RODE NORTH TOWARDS  
CASTLE MORBIDDEN."







THE THRONE ROOM OF CASTLE MORBIDDEN.

WHY'S MY STUPID BROTHER TAKING SO LONG, LEMOULD? I'M TIRED OF WAITING - BURP.

YOU KNOW HOW UNTRUSTWORTHY YOUR YOUNG BROTHER CAN BE, QUEEN VULPECULA

CATALUS SAID HE'D GET SOME FOXES SO WE COULD HUNT HERE IN THE CASTLE

YOU KNOW YOU COULD HAVE GONE YOURSELF

DON'T BE STUPID, LIEMOULD! I AM THE QUEEN! I'M NOT CHASING AROUND THE NAMELESS ZONE LOOKING FOR FOXES. THEY CAN COME TO ME! QUEEN VULPECULA HUNTER!

MEANWHILE TAILS IS MAKING HIS WAY NORTH TOWARDS CASTLE MORBIDDEN

HUNGRY

LUNCHTIME!

FOOD!

AT LEAST IT'S QUIET HERE

NEXT ISSUE FOXHUNT!



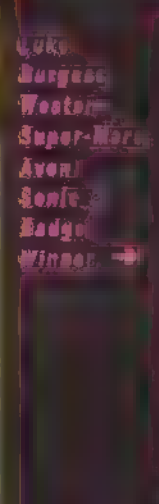
# GRAPHIC

# Zone

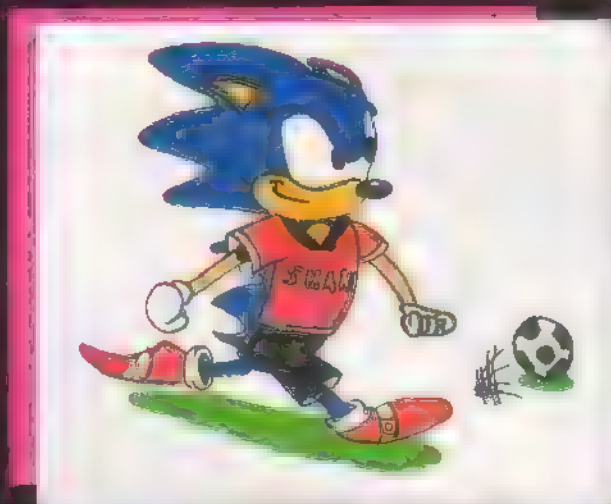
Come on you blues! As World Cup action kicks off on Friday, 17 June, here's a special all-star selection of footballing Sonics that deserve an SFC appearance. Well done to the Boomers with the skilful goalkeepers who will each receive a Sonic enamel badge.



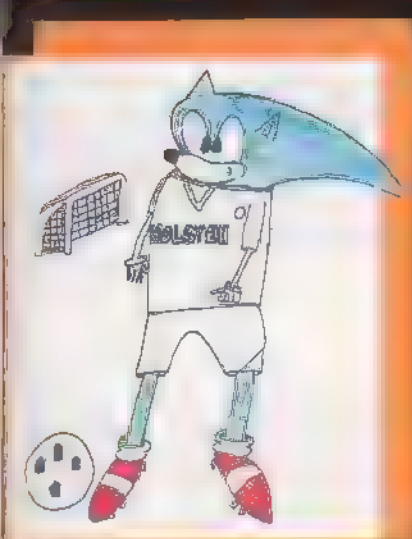
Sam Sumner  
Hildesheim  
MD owner  
Sonic 2 Badge  
Winner



Luke Burgess  
Westerham  
Super-Market  
Avenue  
Sonic  
Badge  
Winner



Sam Wallace  
Rugby  
Warwick  
shire  
Game Gear  
Owner  
Sonic  
Badge  
Winner



Joseph Luckham, Faversham  
MD owner  
Sonic 2 Badge Winner



Steve Manning, Faversham  
MD owner  
Sonic 2 Badge Winner









## LEVEL 3

### IN THE RIVER

#### BOSS: BACHEERA

## LEVEL 5

### THE VILLAGE

#### BOSS: BACHEERA

## LEVEL 7

### THE TEMPLE

#### BOSS: BACHEERA



One of Jungle Book's more difficult bosses. Keep to the safe side and the enemy won't kill you.

Jungle Book. If a boss is not so easy. Start

Level 3 about 11:00. As you go to the  
e and live at him. As soon as the  
down. Jump over them and on the 12th  
p. Repeat these act  
in the 1st 11

## LEVEL 8

### REACH BACHEERA

that is simple  
in theory, but  
hard in practice. Keep hanging up and you  
sack the very top. Then go right to finish. Most  
of the time will be spent going across  
platforms that are not the go you need to be  
fast and accurate. Watch out for the falling  
rocks along the way. Also, you will come across a  
springy snake at the very top of the level. When  
you jump off this, head right and try and land in  
the middle of the snakes.

As a boss keep getting harder. Stand on  
either side of the screen, and when you are  
about to jump down, quickly move to the centre  
of the screen and fire at him. As the rocks come  
down, jump to the opposite side of the screen,  
and then jump over them. Again repeat this  
process to win. Very difficult but it can be  
done.



## LEVEL 9

### FIND EIGHT GEMS

Head right, jump  
out off the springy snake, jump onto another  
one and onto a swinging vine. Go left, jump on  
the see-saw, then onto the springy snake to  
reach the first gem. Go up, then head right to  
reach the second gem. Jump right onto a small  
platform, then jump right again to another  
platform next to a bridge. Jump across the  
bridge and collect the third gem. Fall down to  
see the fourth gem. Go right and fall to the very  
bottom level. Continue right. Then climb up a  
swinging vine to reach two more gems. Return to the  
bottom, head left across a swinging vine until  
it comes to a right turn. Jump up and grab



## LEVEL 10

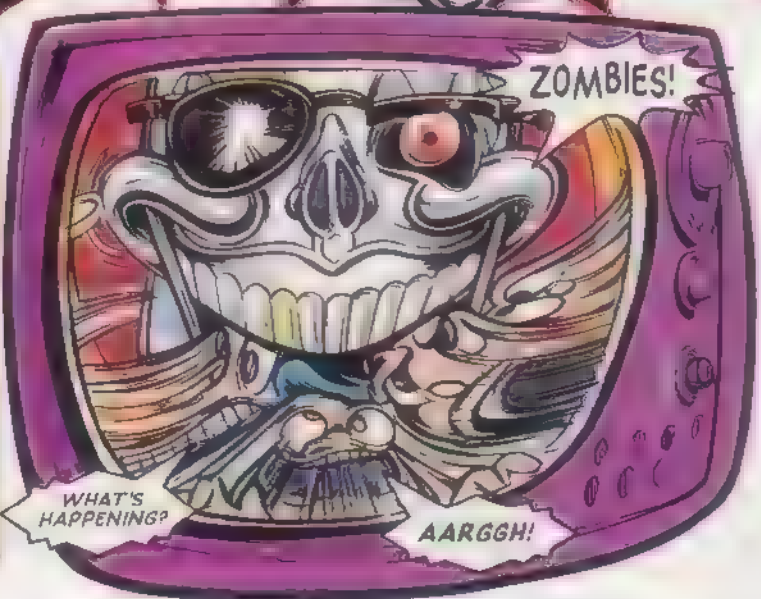
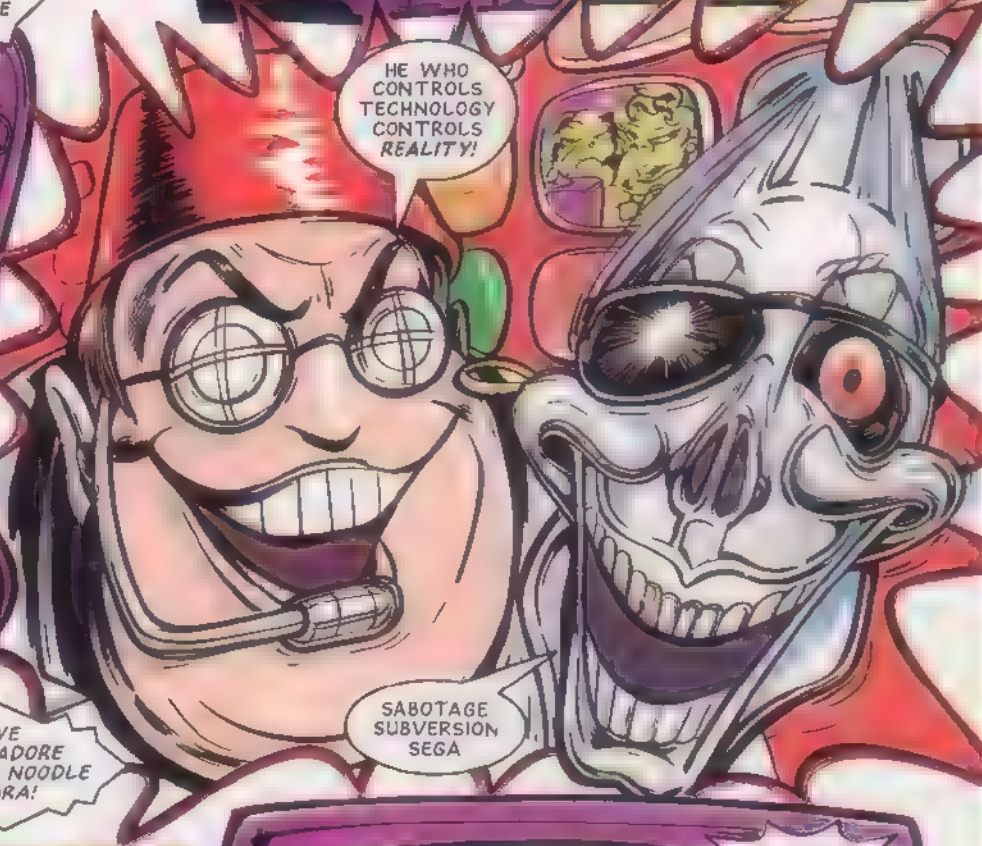
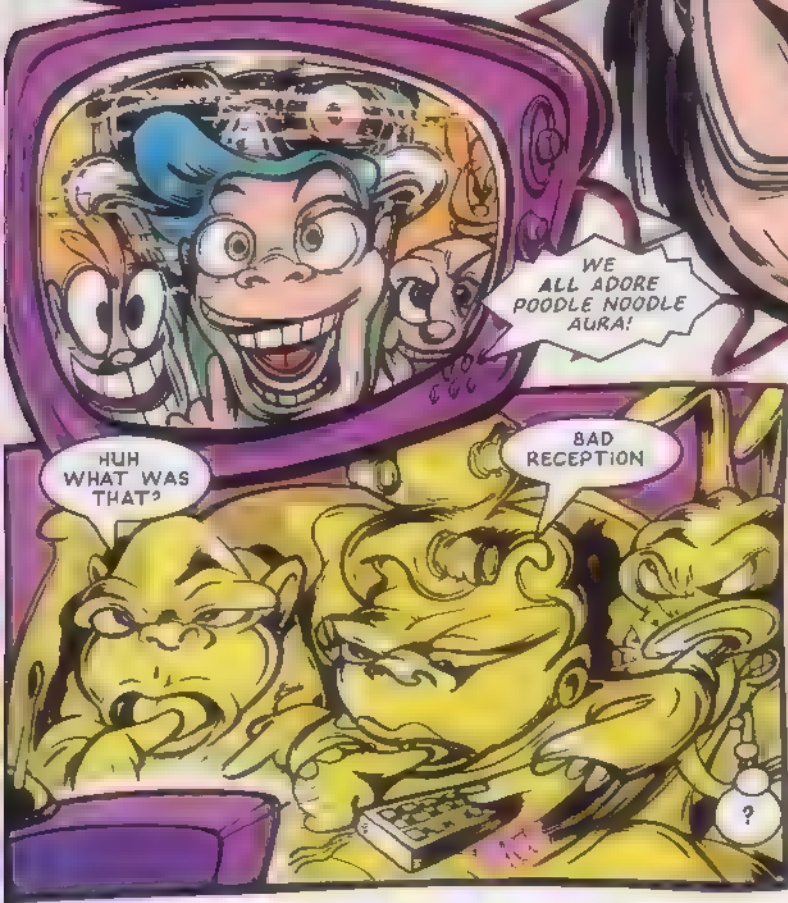
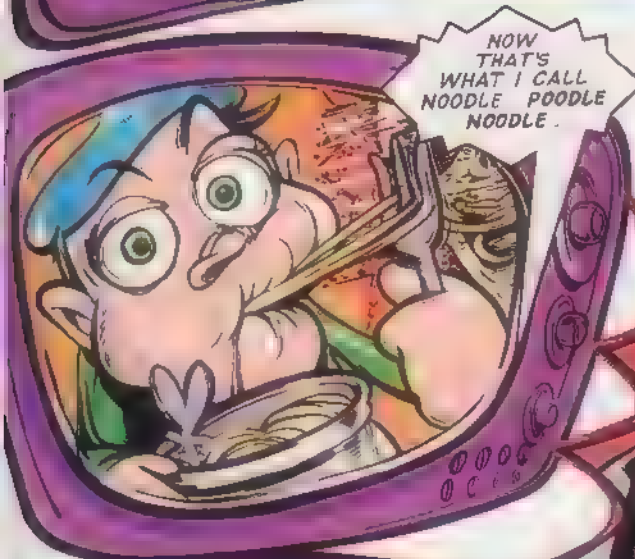
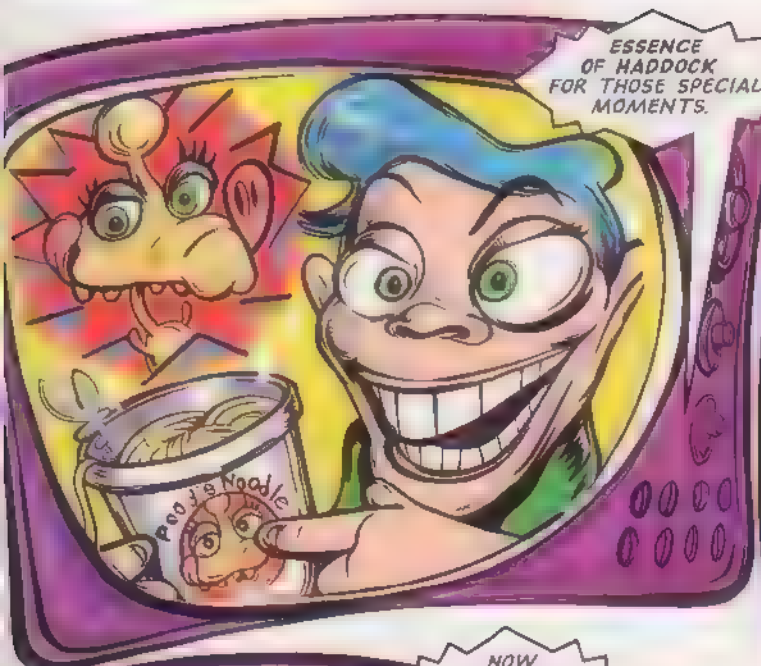
### FIND EIGHT GEMS

Head right, walk right to pick up  
the first gem. Then go left and jump up the see-saw  
grab the vine. Go right, fall down to collect the  
third gem. Go left and go back up to the  
saw you just passed. Jump on it, head  
up onto the top platform.  
At the top, the first gem is on the left  
side of the next platform. Jump  
right, then jump up and collect the first  
gem. Jump onto the see-saw, then  
jump onto the bottom platform and jump  
right to collect the second gem and jump onto a  
vine. Jump back on the left platform, and  
the snake. Jump up to reach the see-saw. Jump  
up on the see-saw and, pressing the jump button  
on the right, go down the vine. You will be  
able to land on the bridge to collect the seventh  
gem. Fall back to the vine platform and  
collect the eighth gem. Go right to reach the end  
of the level. A Gato, the first cat, is

the first boss is the hardest of them all. You  
need to collect a jump from the ground  
get from the ground and jump up  
A. Each time the cat moves to the ground it  
will move right, then quickly pull away so you  
can get it by the tail. Keep repeating in a  
back and forth. You will have come to the end  
if not, look out for a great cheat in the next  
Zone.

1. Always shoot at the bananas, they could contain anything from an extra life, or a continue, to a super boomerang.
2. Shooting at the owl results in dropped apples which can be picked up for bonus points.
3. Approach unknown areas as slowly as possible. This way you avoid running into severe danger.
4. Once you've learned the game, try and search as much area as possible; there are quite a few extra lives hidden around the game.
5. The bosses are difficult, but they do have a pattern which can be mastered. Achieve this and you can start to win.













## F.I.B. INFORMATION

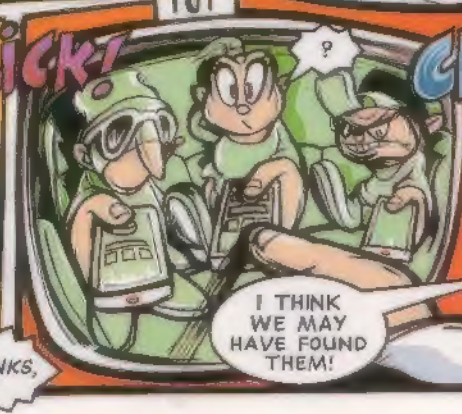
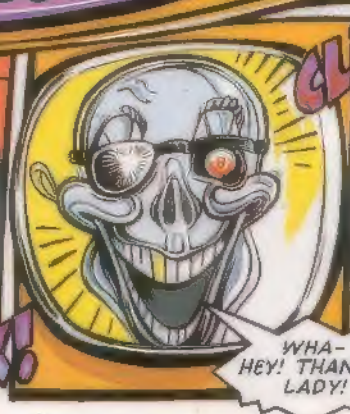
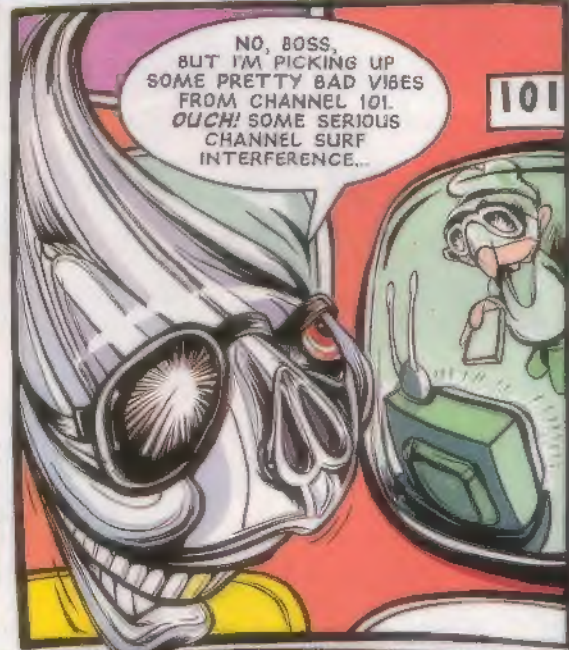
### FEZHEAD

- Time Traveller.
- Moves through cyberspace via television systems; can access any location whilst TV receiver is operative.
- Television pirate. Troublemaker.
- Computer psychogenius. Master of molecular restructure.
- Weakness: Wears backflip wrap around hair mat wig to cover bald patch under fez.

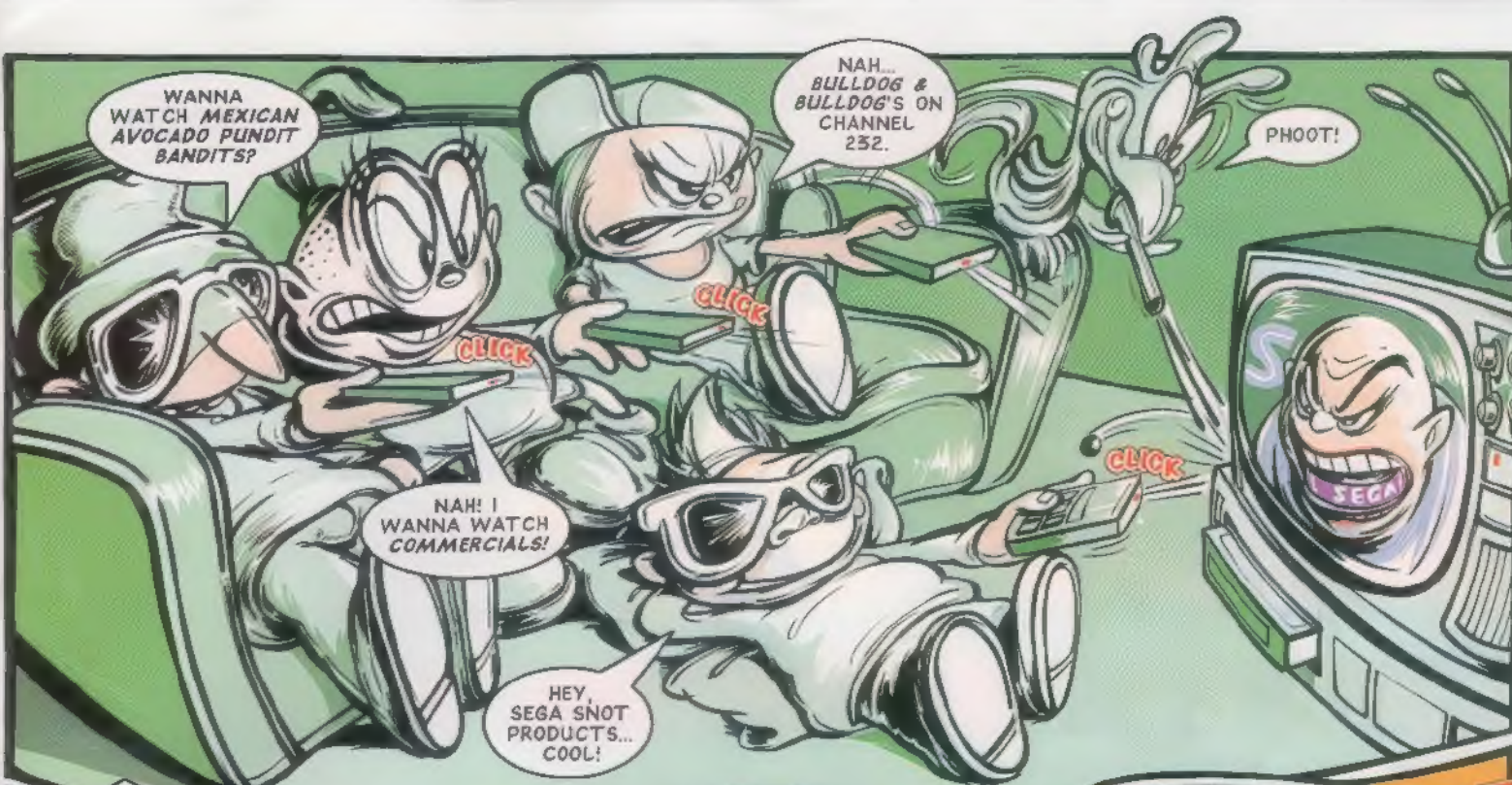


### SKULL

- Time Traveller.
- Servant and herald to his creator, Fezhead.
- Demonic, computer-generated, holographic skull.
- Programmed to search, via the TV systems, for subjects to participate in Fezhead's 'mission'.
- Weakness: Has lack of skin complex and secretly dresses as a human on days off.







WANNA WATCH MEXICAN AVOCADO PUNDIT BANDITS?

NAH... BULLDOG & BULLDOG'S ON CHANNEL 252.

PHOOT!

NAH! I WANNA WATCH COMMERCIALS!

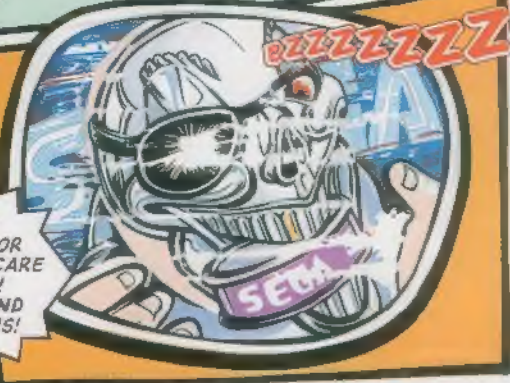
HEY, SEGA SNOT PRODUCTS... COOL!



I CAN'T BELIEVE IT'S NOT SNOT! NOW IN CANS!

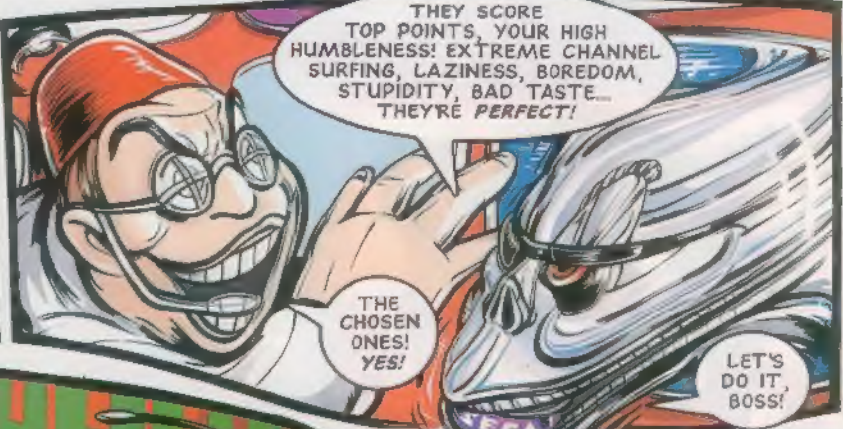


THE PERFECT PRESENT FOR THOSE YOU CARE LESS FOR! ORGANIC AND NUTRITIOUS!



WOW! BAD RECEPTION, MAN! WHAT WAS THAT?

THAT SKULL THING AGAIN!



THEY SCORE TOP POINTS, YOUR HIGH HUMBLINESS! EXTREME CHANNEL SURFING, LAZINESS, BOREDOM, STUPIDITY, BAD TASTE... THEY'RE PERFECT!

THE CHOSEN ONES! YES!

LET'S DO IT, BOSS!



AARRG!

HELP!

HEY, WHA'S HAPPENIN'?

THAT'S THE LAST TIME I DRINK SPACE DUST LEMONADE!



NEXT ISSUE:  
THE WRATH OF THE COUCH POTATOES!  
WILL THEY BE BOILED OR JUST MASHED?



# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic, 28/31 Tavistock Place, London WC1H 8SU.**

Write your name, address and Sega system you use (MD, MCD, MS or GB) clearly on your letter or drawing. Every one printed on this page wins a Segesational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Butter Fingers

Dear STC,

Recently I was reading an old issue of STC when suddenly it slipped from my hands. I managed to catch it by one of the pages but the staples came out. However, because I am a collector of the comic I asked my newagent for a spare issue of STC, but unfortunately he didn't have one. Can you repair my damaged comic?

**Alden Gilroy, Lakenheath, Suffolk.**  
**Sonic Water Fun Game Winner.**



I suggest that you follow the guidelines below Alden, to prevent further disasters:-

- 1: Affix blue-tac to back of STC and secure firmly to a flat, horizontal surface, i.e. a table top.
- 2: Wear protective gloves when handling STC to avoid grubby fingerprints.
- 3: As an added precaution, avoid eating, drinking and heavy breathing whilst reading STC!

## Call My Bluff

Dear Megadroid,

For months now I have been trying to figure out what you are. At last I have the answer... you're a phoney! Your head is the front of a SEGA MD cartridge insert and your eyes are the MD control pad. I also know you are a wimp because my friend wrote in telling you so and all you did was send Sonic and Tails to beat him up. Well, why don't you do that to me?

**Dolphin Lungeroon, Please send full name and address.**

**Sonic Water Fun Game Winner.**



Hope you enjoyed the **Boss** strip, Dolphin! I would come round to pay my respects but you conveniently forgot to tell me your address.

## Yelp!

Dear STC,

I have a problem. When I reach the part in *Paperboy 2* where the dog runs out in the road and barks, my own dog runs round the room barking like a mad thing!

**Emma Harrison, Stourton Grange, Leeds.**  
**MD owner.**

**Sonic Water Fun Game Winner.**



Emma, just be thankful your parents don't react in the same way.

## Plates of Meat

Dear STC,

I am disappointed that Sonic's feet (minus sneakers) are never shown. Therefore, could you please get one of your artists to draw in Sonic's bare feet in a future story?

**Kevin Rooke, Basingstoke, Hampshire.**  
**Sonic Water Fun Game Winner.**



So, when did you first realise you had a foot fetish, Kevin?



**Spooky Tails**  
**Stuart Heard, Plaistow, London.**  
**GG and MD owner.**  
**Sonic Water Fun Game Winner.**

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segesational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's variable. It's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megathousonic Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a specialist in your area phone the Tomy Sonic Line on 0755 812867.



**FrankieBonic**  
**Ben Uron, Millom, Cumbria.**  
**Sonic Water Fun Game Winner.**



**NEXT ISSUE!**  
**AMAZING COMPO!**  
**Multi-Megas must be won!**



**PLUS!**  
**SONIC**  
 The Sentinel  
**STREETS OF RAGE**  
 Streets ahead with Skates' Story  
**TAILS**  
 Will he come to armour!  
**PIRATE STC**  
 More Waggish Weirdness!

**ONLY IN STC 29 —**  
**HOT! EVEN IF THE WEATHER'S NOT!**  
 ON SALE SATURDAY, 25th JUNE, £1.10

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
 25/31 Tavistock Place,  
 London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
 achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
 see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
 strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
 in this issue in order of  
 preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 28

OF **STC?**

%

